

Team Captains

It is the responsibility of the HOME TEAM CAPTAIN to collect the weekly dues from each player before the match starts and insert the dues in the envelope. Both Team Captains validate dues paid by signing the envelope.

Player dues are **\$4.00** per week per player for A and B leagues. Women's league **\$5.00** per player.
Hard-Way-Out and Doubles League **\$7.00** per player.

Pins are limited to 1 per person for each award in EACH LEAGUE SEASON. All awards will be handed out at the regional tournaments. Players who have earned a particular award and wish to purchase extra pins may do so for \$1.00 per pin.

Ten dollars cash will be awarded weekly to the person who has the highest out round in each league category. The player must have the highest out in his or her league and defeat the high out in that category.

301-501 SCORING

Ton - Player shooting 100 - 150 points with three consecutive darts.

Hi Ton - Player shooting 151 points & over with three consecutive darts.

Hattrick - Player shooting 150 points with three consecutive darts in the bullseye segment.

Dart-Out - Ending a game of 301 in 9-8-7 or 6 darts.

3IB - Three In a bed - 3 consecutive darts in any triple segment.

T80 - Ton 80 - 3 consecutive darts in the triple 20 segment.

Singles games: The games begin with the lowest rated players from each team playing each other, and continue on in order of rating. The highest rated player plays last.

The beer round is not mandatory - it was started as a "fun thing"- you should state at the beginning of a match if you wish to play.

If you are going to reschedule a match, you should give the other team 24 hours notice. Rescheduled matches must be played within two weeks. If not, it will be considered a forfeit for the team originally rescheduling.

If using a sub you must maintain the correct team line up - i.e.: Highest rated with the Lowest rated and 2nd Highest rated with the 2nd Lowest.

If you are bringing a NEW player into the leagues you must turn in the proper paperwork. The new player has to be rated by you or your team BEFORE playing a match. Be sure to rate as closely as possible to avoid disqualification. If you have team points to spare use them to avoid rating a person too low.

Trophies are awarded to leagues as follows:

16-team league, 1st, 2nd, 3rd & 4th place.

14-team league, 1st, 2nd, & 3rd place.

12-team league, 1st, 2nd, & 3rd place.

10-team league, 1st, 2nd, & 3rd place.

8-team league, 1st, and 2nd place.

6-team league, 1st place.

If a team uses more than 4 players on a team they may purchase an extra trophy for that player. Regional trophies are awarded to 1st, 2nd, & 3rd place in each category.

Money is paid to all teams participating in the regional tournaments. Remember all teams participating in the leagues receive **money back!**

Hattrick Hustler & Dart Out Champions each will receive a trophy & \$25.00 cash at the regional tournament. The player having the highest Tonnage will receive a trophy. An individual player can only win one of these awards each league season.

100% of the player dues are returned to the players. There are no fees for administration.

LEAGUE RULES

League Signup

#1. The team roster must be filled out & turned in before entry will be accepted. Teams will be accepted on a first come first serve basis. Team captains & members must list their names, & home phone numbers on the roster. Teams must play for the location that is listed on the sign-up sheet. The only exception is closure of a location.

#2. All players must be at least 21 years of age to play in these leagues-no exceptions. See rule #8.

Starting The Match

#3. The home team captain is responsible for and must collect all player dues at the beginning of the match. Both captains must sign the envelope and turn in to the bartender.

#4. If a location has more than one dartboard & two location teams are playing each other, the "home" team has the choice of which board to use.

#5. The Visiting team shall have the dartboard for practice 15 minutes prior to start time.

#6. Match start time will be 7:30p.m. Unless otherwise noted on the schedule. If a player is more than 15 minutes late, play will start without that player or players. A team can play with only two players, by using "dummy scores". Ratings for dummy scores are listed on the main rule card in each location. Ten points is the lowest the dummy score can go. The dummy score cannot win the game. In league play the dummy score will play in the position of the player it is replacing.. Once play has started & the absent player arrives, the player must wait until the next game to enter the match. Players note: The dummy score can be passed rather than take points off the score – but all points allowed must be taken off in a round. Exception: a number less than the allowed number may be taken off the score to get it down to 10 points.

General Rules

#7. It is the responsibility of the player about to throw to make sure the machine is displaying his or her score before throwing darts. With the use of the back up button it is NOT a foul to throw on another players score, also if the board miss-scores a player may back up the score and correct the score by tapping the stuck dart as long as the miss-scored dart IS CALLED prior to the next dart being thrown. Coaching is allowed by team members only. Coaching by spectators constitutes a foul. Distracting Behavior is considered unsportsmanlike. Abuse of the equipment will not be tolerated at anytime. A PLAYER REPORTED TO C & B MUSIC THAT IS ABUSING THE EQUIPMENT WILL BE GIVEN A WARNING FIRST, IF ANOTHER INCEDENT HAPPENS THEY WILL BE SUSPENDED OR EXPELLED FROM THE LEAGUE!!!!

#8. A legal team must be maintained at all times. If an illegal player plays, any games the illegal player has taken part in will be forfeited to the opposing team. Any time during a match, a team captain can question the identity of an opposing player.

#9. Standings will reflect the total games won and lost for each team. If a league has an odd number of teams and byes are required, the team having a bye will receive 8 wins 7 losses, or 6 wins 5 losses depending on the league category.

#10. There will be no practice darts on any board once a match has started.

#11. It is a foul if a player throws a dart after the score is busted. This is considered practice.

#12. It is a foul if a player pulls their darts before pushing the player change button.

#13. In league and tournament play the time limit is 1 minute between exchange of players and 15 seconds between darts.

#14. Current posted rules prevail. The team captains have the responsibility to resolve any conflict that occurs during a match. If the posted rules do not resolve the problem, captains can phone 743-3248 for a ruling. Matches will not be replayed due to fouls that were ignored at the time.

#15. Once a player has played for a team 3 times, he or she is a permanent member of that team and cannot play for another team on the same league night in that league category.

#16. If a rescheduled match is not played within two weeks, the team that rescheduled will receive a forfeit. If your team needs to reschedule you should have a time that you can play so the time limit doesn't lapse. You must be flexible with the team that you are asking to reschedule. Many teams have players that have other commitments. You can find a legal substitute or use the dummy score.

#17. All matches must be completed on the final night of league play. Any matches not played on the final night will be forfeited.

#18. In the event of forfeiture, the forfeiting team receives 0 wins. The opposing team would receive a win-loss average plus 1 game. If a team forfeits twice they will be expelled or replaced. Both teams must pay dues. If your team receives a forfeit, you have the option of playing an awards match. A player other than one of your teammates can shoot in the positions occupied by the other team. The same 11 or 15 game 301 format must be followed. A current rated player (not your own teammate) must sign the scoresheet to validate awards. Note: This match will be played using a score sheet.

#19. If a team drops out of league before playing half of the scheduled matches, all teams will receive a bye score. Teams playing more than half, then drop out, will receive the score they got when they played against that team. All remaining teams will receive their win loss average plus 1game.

#20. If a new sub or permanent player is required in the final three weeks, the new player must be rated 1 point lower than the player being replaced. That player must also be listed on a current rating sheet. If a player plays one complete match before the final three weeks he or she is not considered a new player for that team.

#21. If a playoff is required to determine a trophy winner, only players that have played for your team during regular league play are allowed. A neutral board must be used.

#22. Any player caught falsifying information at any league match or tournament, will be expelled from all play indefinitely. Attempting to influence a team or player to alter the final standings to benefit another player or team is unsportsmanlike and will not be condoned. Any player that has been 86'd from a location and cannot come to an agreement with the management will require a substitute when playing.

Tournament

#23. At least two players on each team must have played in half or more of the regular league matches to qualify to play in the regional tournament. The third player must have played in at least five matches and the fourth must have played at least two complete matches. It is a good idea to have a substitute player play twice during regular league play in case a player is unable to attend the tournaments. Every team is allowed to use five players in the regional and finals tournaments. Only one substitution is allowed. Once the fifth player is used no other substitutions are allowed. The team captain is responsible for maintaining a legal team. In tournament play the dummy score has to play in the power position, i.e. #1 or #3 position all other rules pertaining to the dummy score remain the same.

#24. There will be a sub pool at the regional tournaments for those teams needing players. However, a player drawn from the sub pool can only be rated one half of the player he or she is replacing. No more than two players per team can be drawn from the sub pool. Once the tournament has started the sub pool is closed.

#25. Players can play for only one team in a regional tournament, no exceptions. Any team starting but not finishing a tournament will receive no money.

#26. Teams that have advanced to the finals tournament by winning their league are not required to use the same players that were used in the regional tournament, but must use a legal team. If a league champion decides not to take their berth at finals, the berth will pass to the second place team. Teams that advance to finals via the regional tournament are required to use the same players that were used in the regional tournament. There is no sub pool at finals.

#27. Any player causing a problem at any regional or finals tournament will be given one warning. If the problem continues that player will be expelled from the tournament and all league play for one year.

#28. The top two male and the top female from the fall league and the same from the winter league will win transportation to the national tournament. Transportation plus an entry certificate into the tournament will be provided for these six players. Lodging and food are not included. Each player will be responsible for paying the entry fee into each event they participate. If a qualifying player is unable to attend, the trip passes to the next player down the line. All players must play in 75% of the league matches and reside in the area that will send them. Any league player paying their own way to the national tournament will be furnished an entry certificate. Players qualify to win the trip based on a point system.

Awards

#29. An out of 9 will only be counted if that player wins the game. If a player goes out in 9 darts or less, but wins the game illegally (partners score to high), the out will not count. If a player busts with a hattrick, it is not scored as a hattrick.

#30. Awards, trophies, and cash prizes will be withheld from any team not paying their dues in full.

#31. In case of a tie for dart out champ, the lowest dart total will break the tie. Example: Two players are tied with three outs each. Player 1 has 3 nine dart outs, player two has 2 nine dart outs and an eight dart out. Player two wins because he or she threw one less dart. If the total number of darts is tied, the players will play one game of count up to break the tie. Ties for hattrick hustler and dart out champ will be broken the same way. Ties will be played off thirty minutes prior to the start of the regional tournament. If a player involved in a tie fails to show up for the play off, they forfeit all rights to the award.

DART LEAGUE RULES

GENERAL RULES

1. It is the responsibility of each player to make sure the machine is displaying their score before throwing darts.
2. Players throw from behind the front edge of the foul line. It is legal to lean over the foul line.
3. Each player throws a maximum of three darts per turn.
4. A player is not required to throw all three darts. A player may pass or throw less than three darts.
5. If a dart misses the board, is thrown before the "THROW DARTS" message lights or bounces off the board, it is considered a dart thrown. There are no "re-throws".
6. With the use of the back up button a player receiving an incorrect score may back up the score and manually score the correct score by tapping the stuck dart, as long as the miss-scored dart "IS CALLED" prior to the next dart being thrown.
7. A dart that is thrown after the "THROW DARTS" message lights and sticks but does not score, will be scored manually by the opposing player touching the segment in which the dart is stuck; provided that the unscored dart "IS CALLED" prior to the next dart being thrown.
8. In doubles, one team throws on **PLAYER ONE** and **PLAYER FOUR**, and the opposing team throws on **PLAYER TWO** and **PLAYER THREE**.
9. In **X01 SINGLES** the player reaching 0 wins.
10. In **X01 TEAM PLAY** when a player reaches 0 the game is over. The winning team is the team with the lowest **COMBINED SCORE**. If the game ends in a tie, the team that reached 0 wins.
11. Home Team has board choice.
12. Only partners or team members may offer guidance and direction to their own team at any time during a game.
13. With the use of the back up button, scoring on an opponents score or partners score is **NOT** a foul. The machine can be reset back to the proper position.
IN TOURNAMENT PLAY SHOOTING ON A PARTNERS SCORE IS A FOUL AND IS THE LOSS OF THOSE THREE DARTS. NEITHER PLAYER CAN WIN THE GAME IN THE ROUND A FOUL HAS BEEN COMMITTED.

GENERAL FOULS

1. Harassment or distracting behavior while an opponent is throwing is not allowed and constitutes a foul.
2. If either foot crossed the foul line prior to the dart being thrown, it constitutes a foul.
3. It is a foul if a player pulls their darts before pushing the "player change button".
4. The commission of a foul causes the player who committed that foul the loss of the next dart.
5. If a player reaches "0" in a round in which that player or that player's partner committed a foul, that player or that team loses that game.

EQUIPMENT

Players darts must meet the following requirements:

1. They must have unaltered tips.
2. They must not exceed eight inches in length.
3. They must not exceed 18 grams.
4. The use of illegal equipment will be cause for forfeiture of all games in which that equipment was used.

DUMMY SCORES - Points per round per player rating.

0 = 30	3 = 43	6 = 50	9 = 58	12 = 65	15 = 72	18 = 79
1 = 38	4 = 46	7 = 53	10 = 60	13 = 67	16 = 74	19 = 82
2 = 41	5 = 48	8 = 55	11 = 62	14 = 70	17 = 77	20 = 84