

Dart Rules 2016

1. Darts used in league play must not exceed (8) inches in length and (18) grams in weight. **(Any darts found being used during a match that don't meet these regulations may result in a forfeit of that match and that player may be banned from all league play.) If A Player Is using Illegal Darts That Match May Be Forfeited And The Win Awarded to The other Team**
2. **Teams** will consist of (4) regular players and up to (2) substitutes to fill their roster.
3. **Locations** may have only (2) teams per dartboard machine per league.
4. **A foul line** shall be positioned directly in front of the Galaxy Dart Machine at a distance of (96) inches from the front of the dartboard face of the machine. A line and slot are located at the bottom right side of the machine for easy foul line measuring. This foul line Shall be Honored from all league play as the shooting distance.
5. The **Galaxy Dart Machine** is always right, for instance, if a dart sticks in the board and does not score, that dart may not be manually scored in any way. If at any time the (2) team captains agree that the machine is not operating properly they should seek assistance from the bar and or call their League Director to resolve the problem. If after this effort no assistance to resolve the problem can be found , the (2) team captains shall agree to continue play or make up the match another night. (Any and all such decisions must be reported to League headquarters before (12:00 noon) the following day by both team captains.) (786-7997)
6. **Kibitzing** or **Harassment** from players or spectators as well as foul language will not be tolerated.
7. **Any Physical Violence** by a league member may result in expulsion from all league play.
8. **Abuse of equipment, poor sportsmanship, or unethical conduct** may be grounds for forfeiture of a game, match or expulsion from the league at the discrepancy of the League Director.
9. There will be a **\$200 team fee** for each team participating in league play ,payable at the Captains Meeting by the Team Captain. Failure to do so may result in a (1) point deduction per week until paid. If any captain has a problem getting this fee from their Bar Manager let the League Director know immediately.
10. **Preventing a Tie** for any and all position standings, a game of count-up will be played by each team involving only those who played that match. (2) players from each team will play the first game, (each having their own score), the remaining players will play the second game. Scores of each player will be added together, the total score will then be averaged to determine a tie breaker. Recording the scores is all that need be done, we can average it for you. (This will be played on week #5 ONLY.)

EXAMPLE		
HOME TEAM SCORE		VISITING TEAM
645	<<<< Player #1>>>>	468
343	<<<<Player#2>>>>	420
798	<<<<Player#3>>>>	595
281	<<<<Player#4>>>>	547
2,067	TOTAL	2,030
516.75	AVERAGE	507.50

11. **All Matches** will start at 7:30 p m with a (15) minute grace period. If after 7:45, the team that is present follows forfeit procedures And calls the League Director Within 24 Hrs. Both teams are still responsible for Player dues.
12. **Additions, Changes and Corrections** to teams must be done before the 4th week of playing schedule. You must Contact League Headquarters for any changes or corrections.
13. **Any Team typing in a players name after week #4 may forfeit that match.**
14. **A player released** from any team and wanting to play for another team within that league must get permission from the League Director.
15. **Once a player is assigned to a team roster**, that player may not shoot for any other team during that season, unless special arrangements are made by the League Director.

16. **If a Machine fails to Display Your Teams** the match must be played manually by the score sheets (no Exceptions). Team captains should also record any all star (awards).
17. **Any Team Forfeiting** (2) matches may be dropped from that season roster and will forfeit all prizes and awards for that season. At the discretion of the League Director that team may also be banned from future league participation.
18. **(Forfeits)** If a forfeit occurs, the forfeiting team will receive (0) points. The other team that did show up to play will receive the following. (refer to Rule #31).
19. **Substitutes not listed** on substitutes screen must be typed in on the machine before the match begins First & Last Name.
20. **If any player shoots under another players name**, all win points from the games involving that player will be given to the opposing team.
21. **(Absent Player)** A match may be played with (1) absent player (only). **Example#1:** If at any match a player is late and knowing he/she will show, you can still start the match. When it is that players turn, you simply press the enter to pass his/her turn. If and when that player shows up, he/she may resume play.
Example #2: If at any match you have only (3) players and don't want to re-schedule, you **must** type in {"x" As a new subs name} and {nick name "X"} to replace your 4th player. Each turn of "X" must be passed by pressing the enter button on the machine. Al thought the chances of winning are slim, its better than a forfeit. In this case try and match player "X" with your lowest or highest player (look @ your score sheet).
22. In case of **Extenuating Circumstances**, matches can be made up if team captains make arrangements with each other prior to the match starting time and **also notify the League Director immediately**. These matches must be made up within (10) days. **All matches must be made played at the location they are scheduled to be played.** (Week 10 must be played by That Saturday.)
NO MATCHES ARE TO BE SCHUDULED DURING LEAGUE FUNCTION NIGHTS .
IF TEAMS CANNOT AGREE THE LEAGUE DIRECTOR WILL SET A DATE FOR THOSE MAKEUPS PERIOD
ALL MAKEUP GAMES MUST BE DONE BEFORE WEEK 10
23. **Freeze Rule** applies to all "01" games. When a player goes out, his/her partners remaining score must not be higher than the combined total score of their opponents. Otherwise you will automatically lose the game. In such a case you may choose to throw any amount of (3) darts that turn or none at all. {use caution and strategy to win the game}---{you win on a tie}.
24. **It is each players responsibility** to see that the machine is displaying (0) darts thrown before starting his/her turn. Some times (1) or more darts may not register and that player should press the enter button before attempting to remove any darts from the board. {accidental or deliberate scoring can occur at this time and can not be undone} In the case that this happens, that game may be forfeited at the discretion of the opposing team captain. {If so, captains report this occurrence to League Headquarters within 24 hours.} If the darts thrown indicator is not at (0) at the start of a players turn, that player should press the enter button to advance to his/her turn. If not any darts thrown will register on the prior players turn. Once this is noticed no darts may be removed and that player must finish his/her turn with any remaining darts or pass by pressing the enter button which will advance to the next player. {All players should watch for this on a regular basis.}
25. **If a player throws out of turn**, each player on that team loses one turn immediately. If the player shooting out of turn wins the game on that turn, that game will be forfeited by the winner. (Captains must call League Headquarters (786-7997) in order to receive that point.
26. **Each team captain is responsible for the Dues** regardless of how many of his/her team players show for the match. All moneys shall be placed in a sealed envelope with the team name & date written on it and placed in the slot of the machine at the end of each match. {Point deductions will result by not doing so.} **IF YOUR BAR IS PAYING ALL FEES Captains Must Collect & Pay Fees**
27. **Any Player Whose Team Dues Were in arrears** will have to pay their portion of any dues owed before playing on any other team.
28. **Protests** of any nature must be reported to the League Director (**IN WRITEING**)within 24 hours of that event.(786-7997)
29. **All players participating in playoff matches must have shot in at least (4) regular season matches.**
(Captains may change the roster after the first sheet is completed in a playoff match, any players substituted must have their 4 matches completed during regular season.)

30. **Playoff Rounds** at the end of the season will determine final placement only. Team win points and awards will not be added to regular season totals. If a Bar has 1 machine and two teams from that bar make the playoffs the team with the most points will have home advantage if entitled regardless of the division they play in. the lower place team will play away

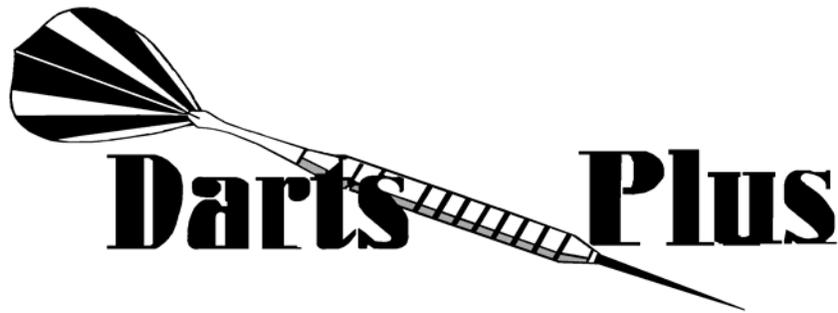
EXTRA MACHINES WILL NOT BE BROUGHT IN FOR PLAYOFFS

**ALL MATCHES WILL BE PLAYED WHERE
SCHUDULED NO EXECPTIONS THIS MEANS YOU**

1st, 2nd and 3rd place teams will receive a sponsor Trophy/Plaque and individual player trophies.

31. **If a team drops out of the league**, all teams scheduled to play that team thereafter will be awarded their weekly win points average. Points for this will not be awarded until (3) Matches have been played in order to figure an average.
32. **If you have a player on your team and through the season that players spree indicate he/she doesn't belong there, at our discretion that player may be removed from that team. (AT ANY TIME DURING THE SEASON) Also If a Player is Found To be playing in a lower Division And Constantly on teams that are overpowering most of the time, that player Will be Made To move to a Higher Division Regardless Of their S.P.R.E.E.**
33. **Winning Team Captains** must call in their score to **(1-800-763-8847)** on the night of the match. If the score is a tie, the home team captain must call. When you call leave a short message (Your team name and win points only.) Failure to do so will result in point deductions.
34. **Home Team Captains** will provide the (3) copy score sheet for the match. The top copy will be placed in the Home teams captains envelope at the end of the match. The second page is for the home teams records and the third is for the away teams record. Do not put the second & third copies in the envelope.
35. **ALL RULES ARE THE DICCRETION OF THE LEAGUE DIRECTOR (WITHOUT ANY FORM OF FAVORITISM) AND ALL DECISDIONS BY THE LEAGUE DIRECTOR WILL BE FINAL.**

League Headquarters



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League Director
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