DART LEAGUE RULES AND REGULATIONS

1. REGULATIONS AND RIGHTS
   1. ESTABLISHMENTS, TEAMS AND INDIVIDUALS SHALL BE ENTITLED TO THE RIGHTS AND PRIVILEGES OF THE LEAGUE ASSOCIATION AND ARE SUBJECT TO THE RULES AND REGULATIONS OF THE LEAGUE ORGANIZATION.
   2. EVERY TEAM WILL HAVE A CAPTAIN. THE DUTIES OF THE CAPTAIN ARE:
2. THE CAPTAIN SHALL BE PRESENT OR SEND AN ACTING CAPTAIN TO ALL LEAGUE MEETINGS.
3. COLLECT ALL PLAYERS FEES AND ASSURE THAT ALL MONIES ARE PUT INTO THE DART MACHINE. PLAYER FEES ARE $5.00 THAT GOES TOWARD PRIZE MONEY AND THEN $3.00 THAT PAYS FOR THE GAMES TO BE PLAYED. $8.00 TOTAL.
4. SCHEDULING
   1. LEAGUE AND APPROPIATE SCHEDULES WILL BE ESTABLISHED BY THE ELECTRONIC DART LEAGUE AND PROVIDED TO THE TEAMS AND ESTABLISHMENTS INVOLVED.
   2. DEPENDING ON THE NUMBER OF TEAMS THAT SIGN UP, DIVISIONS WILL BE SET UP BY THE TALENT OF THE TEAMS AFTER A SHORT PRELIMINARY SESSION. AFTER THAT SESSION, HANDICAP POINTS CARRY OVER BUT DIVISIONAL STANDINGS START BACK AT 0-0.
   3. ALL MATCHES ARE SCHEDULED TO START NO LATER THAN 7:30 P.M. NO WAITING FOR ANYONE. EITHER LATE PLAYERS JOIN IN WHEN THEY GET THERE, OR A SUB CAN BE USED.
   4. THE LEAGUE COORDINATOR HAS THE RIGHT TO ADJUST THE SCHEDULE AT ANY TIME DURING THE SEASON, TO ASSURE ALL LOCATIONS AND TEAMS OF HAVING A FAIR SHARE OF HOME GAMES AS MATHMATICALLY POSSIBLE.
5. FORFEITS
   1. ALL EFFORTS MUST BE MADE TO AVOIDE THE FORFEITING OF GAMES. IF A TEAM KNOWS THEY ARE GOING TO HAVE DIFFICULTY WITH A TIME OR DATE, IT IS ESSENTIAL FOR THAT TEAM TO NOTIFY THEIR OPPONENT OR LEAGUE OFFICIALS AS FAR IN ADVANCE AS POSSIBLE TO PREVENT HAVING TO FORFEIT. ALL TEAMS HAVE THE RESPONSIBILITY OF ADHEARING TO THE PUBLISHED SCHEDULE.
   2. IF A TEAM DOES NOT ARRIVE ON A SCHEDULED LEAGUE NIGHT AT THE DESIGNATED START TIME, IT IS ULTIMATELY UP TO THE TEAM THAT IS PRESENT AND READY TO PLAY TO EITHER RESCHEDULE OR TAKE A FORFIET.
   3. A FORFEIT WILL COST THE FORFEITING TEAM 13 GAME POINTS AND NO HANDICAP POINTS UNLESS THEY PAY THEIR WEEKLY DART FEE. HANDICAP POINTS CAN BE ADDED ONCE PLAYER FEES ARE PAID.
   4. A FORFEIT, NO CALL, NO SHOW, WILL ALSO COST THAT TEAM A $10.00 PENALTY TAKEN FROM THEIR END OF SEASON WINNINGS.
   5. IF A TEAM FORFIETS REPEATEDLY ON TRAVELING WEEKS, THEIR NEXT HOME GAME WILL REVERT TO AN AWAY GAME.
   6. A REGULARLY SCHEDULED MATCH CAN BE RESCHEDULED WITH THE CONSENT OF BOTH CAPTAINS. THAT MATCH MUST BE PLAYED WITHIN SEVEN DAYS.
   7. TEAMS SHORT PLAYERS AT THE START TIME, MAY PLAY THE MATCH WITH THE PLAYERS PRESENT, (THREE PLAYERS MUST BE PRESENT). ALL GAMES SHOULD BE PLAYED OUT, SKIPPING ANY MISSING PLAYERS TURNS.
   8. SHOULD A TEAM START A MATCH WITH A PLAYER MISSING AND THE PLAYER BECOMES AVAILABLE DURING THE MATCH, THAT PLAYER MAY COMPLETE THE REMAINING GAMES.
6. THE TEAM
   1. REGULAR PLAYERS MAY SHOOT FOR ONLY ONE TEAM IN A GIVEN LEAGUE. PLAYERS MAY NOT SWITCH TEAMS WITHIN A LEAGUE. ONCE A PLAYER IS ROSTERED ON A TEAM, THEY MUST REMAIN ON THAT TEAM. IF A PLAYER PLAYS ON ANOTHER TEAM, THAT PLAYERS GAMES WILL BE FORFEITED. A PLAYER MUST USE ONLY ONE NAME. THE NAMES OF A PLAYER UNDER ONE NAME CANNOT BE COMBINED WITH THE GAMES OF A DIFFERENT NAME ON THE SAME TEAM.
   2. EACH TEAM CAN ADD SUBS TO THEIR ORIGINAL TEAM ROSTER. THESE SUBS CAN BE USED WHEN A REGULAR MEMBER OF THE TEAM CANNOT BE PRESENT ON MATCH NIGHT. IF A SUBSTITUTE IS USED DURING THE SEASON, THAT SUB WILL BE ADDED TO A SUB LIST.
   3. REGULAR PLAYERS MAY BE ADDED TO THE ROSTER ANYTIME TO THE HALFWAY POINT OF THE SEASON WITHOUT SPECIAL APROVAL. AFTER THE HALFWAY POINT OF THE SEASON, A TEAM IS REQUIRED TO GET PERMISSION FROM THE LEAGUE COORDINATOR WITH THE REASON FOR ADDING SAID PLAYERS, BEING A REASON THAT WOULD OTHERWISE CAUSE A TEAM TO FORFEIT GAMES (SUCH AS PLAYER MOVED, HOSPITALIZED, ETC.). ALSO AT THE HALFWAY POINT OF THE SEASON, A NEW SUB CANNOT REPLACE AN ORIGINAL PLAYER IN THE PLAYOFFS IF HIS OR HER MPR IS MORE THAN I POINT HIGHER THAN THE ORIGINAL PLAYER. (EX: A 4.0 SHOOTER CANNOT REPLACE A 2.9 SHOOTER IN THE PLAYOFFS)
   4. FOR THE PLAYOFF MATCHES, ORIGINAL TEAM MEMBERS FROM THE REGULAR SEASON ROSTER ARE EXPECTED TO FIELD THAT TEAM. IF A TEAM MEMBER ON THE ORIGINAL ROSTER CANNOT BE PRESENT, A SUB FROM THE TEAMS REGULAR SEASON SUB LIST, WHO HAS SUBBED AT LEAST 5 TIMES DURING THE SEASON, CAN BE USED. A PLAYOFF TEAM CANNOT USE A NEW SUB. IF ORIGINAL PLAYERS OR SUBS CAN’T FIELD A FULL TEAM, THEY CAN PLAY THE MATCH OUT WITH THREE PLAYERS. THE MISSING PLAYERS TURN WILL BE SKIPPED.
7. LEAGUE FEES
   1. SPONSOR FEE IS $40.00 PER TEAM ($80.00 FOR TWO, ETC.). THIS MUST BE TURNED IN WITH THE TEAM ROSTER
   2. PLAYERS PARTICIPATING IN A LEAGUE MATCH WILL BE REQUIRED TO PAY $5.00 PER MATCH AS WELL AS THEIR SHARE OF THE COST NECESSARY TO PLAY DART GAMES.
   3. ALL PLAYER FEES COLLECTED FROM PLAYERS WILL BE RETURNED TO PLAYERS (100%) IN THE FORM OF CASH, PRIZES, AND BANQUETS.
   4. EACH TEAM CAPTAIN IS RESPONSIBLE TO COLLECT $20.00 PER MATCH PLAYER FEES FOR THEIR TEAM AND PUT INTO THE DART MACHINE. THE DART GAME WILL NOT START THE MATCH WITHOUT PLAYER FEES PAID IN.
   5. IN ORDER TO GET 100% OF THE PLAYER FEES DUE, $20.00 WILL BE DEDUCTED FROM ANY TEAMS EARNINGS AT THE END OF THE SEASON FOR EACH FORFIET, IF NOT ALEADY PREVIOUSLY PAID.
8. TEAM MATCHES (LEAGUE PLAY)
   1. A LEAGUE MATCH WILL CONSIST OF 13 GAMES.
   2. TEAMS WILL PLAY AS PARTNERS WITH TWO MEMBERS FROM EACH TEAM PARTICIPATING IN EACH GAME.
   3. EACH PLAYER WILL PARTICIPATE IN 7 GAMES PER LEAGUE MATCH AND EACH PLAYER WILL PLAY IN 2 GAMES WITH EACH OF THEIR 3 TEAMMATES. THESE GAMES WILL BE IN THE ORDER AND COMBINATIONS LAID OUT IN THE LEAGUE SCORE SHEET. ALL PLAYER WILL PLAY IN THE LAST GAME.
   4. A PLAYER MAY PASS ANY OR ALL OF THEIR DARTS AND WOULD DO SO IF THEIR “THROWING OUT” WOULD LOSE THE GAME BECAUSE THEIR PARTNERS REMAINING SCORE WAS HIGHER THAN THEIR OPPONENTS COMBINED SCORES.
   5. PLAYERS MAY USE PERSONAL OR BAR DARTS. NO BROKEN DARTS OR CUT OFF TIPS. MAXIMUM WEIGHT OF A DART MAY BE 18 GRAMS. ANY PLAYER USING ILLEGAL DARTS WILL FORFEIT THE GAMES THAT PLAYER SHOT IN.
   6. THE THROW LINE MUST BE 8 FEET FROM THE BOTTOM OF THE DART GAME DIRECTLY BELOW THE BULLSEYE. ANOTHER WAY TO MEASURE THE THROW LINE IS TO MEASURE FROM THE BULLSEYE DIAGONALLY TO THE FRONT OF THE THROW LINE. THIS MEASURE SHOULD BE 9’ 9 1/2”. IF A QUESTION ARISES ON THE DISTANCE THAT THE MACHINE IS FROM THE LINE, THE CAPTAINS MUST MEASURE WITH A TAPE MEASURE AND MOVE THE MACINE IF NECESSARY. THIS MUST BE DONE BEFORE THE GAMES BEGIN. ONCE THE GAME BEGINS, BOTH TEAMS AUTOMATICALLY AGREE THAT THE DISTANCE IS CORRECT.
   7. THE FOUR ROSTER PLAYERS WHO START A MATCH MUST FINISH THAT MATCH. NO PLAYER CAN FINISH A MATCH FOR ANOTHER PLAYER.
   8. IF ALL PLAYERS ARE NOT PRESENT AT THE 7:30 START TIME, THE MATCH SHOULD BE STARTED WITHOUT THE MISSING PLAYERS. LATE PLAYERS CAN ENTER LEAGUE PLAY WHILE THE MATCH IS IN PROGRESS, AT THE START OF THE NEXT GAME. IF A SUB STARTS THE MATCH FOR A MISSING PLAYER, THAT SUB MUST FINISH THE ENTIRE MATCH (ALL GAMES) UNDER THIER OWN NAME. SUBS CANNOT SHOOT UNDER THE A REGULAR PLAYERS NAME.
   9. MATCH RULES OF CONDUCT:
      1. DISTRACTING OTHER PLAYERS IS NOT ALLOWED.
      2. COMMON SENCE AND GOOD SPORTSMANSHIP ARE TO BE USED DURING PLAY REGARDING ANY QUESTION THAT MAY OCCUR.
      3. THE TWO TEAM CAPTAINS WILL HANDLE ANY QUESTIONS THAT ARISE DURING A MATCH.
9. LEAGUE SCORING- TEAM AND INDIVIDUAL
   1. THE GALAXY DART BOARD KEEPS TRACK OF TEAM SCORES AND PLAYER STATS. WHEN NEEDED ONE OFFICIAL SCORE SHEET WILL BE UTILIZED FOR EACH LEAGUE MATCH.
   2. IF THE DART BOARD IS NOT PROGRAMMED CORRECTLY OR NOT WORKING PROPERLY THE HOME TEAM WILL MAINTAIN A PAPER SCORE SHEET BUT MUST MAKE THE SCORE SHEET AVAILABLE AT ALL TIMES TO THE VISITING TEAM.
   3. THE HOME TEAM WILL ENTER THEIR LINEUP FIRST AND THE VISITING TEAM WILL COMPLETE THEIR LINEUP.
   4. THE LEAGUE MATCH WILL BE PLAYED IN THE ORDER DESIGNATED BY DART BOARD. THE TEAMS WILL PLAY IN THE POSITIONS ON THE MACHINE THAT ARE DESIGNATED BY THE DART PROGRAM OR OFFICIAL SCORE SHEET.
   5. THE LEAGUE COORDINATOR HAS THE RIGHT TO CORRECT A SCORE SHEET.
   6. TEAMS WILL GET ONE POINT PER WIN.
   7. TOTAL TEAM POINTS (BEST RECORD) DETERMINES STANDINGS FOR FIRST PLACE, SECOND PLACE, AND SO ON FOR THE POST SEASON PLAYOFF POSITIONS.
   8. HANDICAP SCORING WILL BE USED TO DETERMINE TEAM PAYOUTS AS FOLLOWS: IF A TEAM GETS SHUT OUT, OR ONLY WINS 1 OR 2 GAMES, THEY WILL GET AT LEAST 3 HANDICAP POINTS. IN TURN THE MOST HANDICAP POINTS A WINNING TEAM CAN GET WOULD BE 10 POINTS. THIS SYSTEM PROMOTES TEAMS OF LESSER ABILITIES TO EARN SOME PRIZE MONEY AND ENSURE CONTINUED PARTICIPATION IN THE LEAGUE.
   9. ALL TIES FOR FIRST PLACE WILL BE FIRST DETERMINED BY THE CORRESPONDING HANDICAP STANDINGS. IF TIED IN BOTH STANDINGS, THE SCORE OF THE REGULAR SEASON MATCH WILL BE USED TO DETERMINE FIRST PLACE. IF TIED IN ALL CATAGORIES HOME TEAM WILL BE DETERMINED BY THE FLIP OF A COIN.
   10. THE SCORE RECORDED BY THE MACHINE IS THE SCORE THE PLAYER RECEIVES. THE PLAYER ACCEPTS THAT THE MACHINE IS ALWAYS RIGHT. UNLESS TEAM CAPTAINS AGREE A THROWN DART IN THE BOARD SCORED WRONG. IF A DART BOUNCES OFF THE BOARD, IT IS CONCIDERED A THROWN DART, EVEN IF IT DOES NOT SCORE. IT MAY NOT BE THROWN AGAIN. IF A DART IS THROWN BEFORE THE “THROW DARTS” MESSAGE LIGHTS, THE DART WILL NOT SCORE AND IS CONCIDERED A THROWN DART. THE DART MAY NOT BE THROWN AGAIN.
   11. IT IS THE PLAYERS RESPONSIBILITY TO SEE THAT THE MACHINE IS DISPLAYING THE APPROPIATE PLAYERS ORDER OF PLAY PRIOR TO THROWING ANY DARTS. IF THE PLAYER THROWS WHILE THE MACHINE IS DISPLAYING AN OPPONENTS TURN, THIS CONSTITUTES A FOUL. PLAY IS TO STOP IMMIDIATLEY WHEN THE INFRACTION IS NOTICED. ON THE ARACNID GALAXY DART BOARD, IF A PLAYER THROWS OUT OF TURN AND THE INFRACTION IS NOTICED, JUST PUSH THE ARROW UP BUTTON AND THE GAME WILL BACK UP TO THE POINT OF THE INFRACTION, WHERE THEY CAN THROW ONLY THE REMAINDER OF THEIR UNTHROWN DARTS. IF THE PLAYER THROWS ALL THREE DARTS ON THE OPPONENTS TURN BEFORE THE INFRACTION IS NOTICED, THE UP ARROW ON THE DART BOARD WILL BACK THE GAME UP TO THE POINT OF THE INFRACTION, THAT PLAYER WHO CAUSED THE INFRACTION CANNOT THROW AGAIN IN THAT ROUND, THEIR TURN IS COMPLETED AND THE MACHINE IS ADVANCED TO THE PROPER ORDER OF PLAY. IF A PLAYER THROWS OUT OF TURN AND ENDS THE GAME THAT PLAYERS TEAM LOSES THAT GAME. THE LEAGUE COORDINATOR MUST BE NOTIFIED IN ORDER TO EDIT TEAMS STANDINGS FOR THIS INFRACTION.
   12. IF A PLAYER THROWS WHILE THE MACHINE IS DISPLAYING THE TURN OF THEIR PARTNER, IT CONSTITUTES A FOUL. THE UP ARROW BUTTON ON THE GALAXY II MACHINE WILL BACK THE GAME UP TO THE PIONT OF THE INFRACTION, EXCEPT THAT BOTH PLAYERS FROM THE INFRACTING TEAM LOSE THEIR NEXT TURN.
   13. MANUALLY SCORED PIONTS ON A PLAYERS SCORE OR OPPONENTS SCORE CONSTITUTES A FOUL. PUSH THE ARROW UP BUTTON BACK TO THE POINT OF THE INFRACTION AND THE PLAYER WHO CAUSED THE MACHINE TO MANUALLY SCORE LOSES THEIR TURN. MANUALLY SCORED POINTS ON A PARTNERS SCORE WILL CAUSE BOTH PLAYERS TO LOSE THEIR NEXT TURN. IF BY SCORING MANUALLY THE GAME ENDS, THE PLAYERS TEAM THAT MANUALLY SCORED THE POINTS LOSES THE GAME.
   14. ANY MACHINE RESET, TILT, ETC. DUE TO AN INTENTIONAL PLAYER ACTION SHALL RESULT IN THE LOSS OF THAT GAME FOR THE TEAM COMMITING THE ACTION.
   15. IN THE EVENT THE ELECTRONICS OF THE MACHINE FAILS DURING A GAME AND NO SCORES REGISTER, THE CAPTAINS, IF THEY REMEMBER, WILL WRITE DOWN THE LAST SCORES OF THE GAME BEFORE THE MACHINE ERROR AND THE BAR WILL FURNISH THE QUARTERS TO START THE GAME OVER. THE SCORES CAN BE MANUALLY REGISTERED TO THE SCORES THAT THE CAPTAINS HAD WRITTEN DOWN. IF THE CAPTAINS CANNOT REMEMBER THE SCORES, THE GAME MUST START OVER.
   16. IF THE DART MACHINE CANNOT BE REPAIRED WITHIN ONE HOUR, TEAMS SHOULD RESCHEDULE THE MATCH. IF NEEDED CALL THE LEAGUE COORDINATOR FOR ASSISTANCE AT 559-2960.
   17. THERE WILL BE A TIERED PAYOUT SYSTEM WHERE THE “A” DIVISION WILL GET A HIGHER PAYOUT THAN THE “B”’ DIVISION AND “B” WILL GET A LITTLE MORE THAN “C”. THIS IS BASED ON THE PREMISE THAT DIVISIONS ARE SPLIT UP BY TALENT. IT SHOULD ALSO DETER TEAMS FROM SAND BAGGING TO TRY AND EARN MORE POINTS.
10. PROTESTS
    1. ALL PROTESTS MUST BE SUBMITTED IN WRITING TO THE LEAGUE COORDINATOR WITHIN 48 HOURS AFTER THE MATCH. NO TELEPHONE DECISIONS WILL BE MADE.
    2. IF A TEAM FEELS THEY HAVE A PROTESTABLE SITUATION DURING A MATCH, THEY MUST INFORM THE OTHER TEAM AT THE POINT THAT THEY ARE GOING TO FILE A PROTEST. IF THEY WIN THE GAME, A PROTEST IS NO LONGER WARRENTED.
    3. THE PROTEST MUST BE FORMALLY WRITTEN, PROVIDING ALL DETAILS THAT AN OUTSIDER, NOT PRESENT AT THE MATCH, WOULD UNDERSTAND IN ORDER TO RENDER A DECISION. IT IS THE PROTESTING TEAMS OBLIGATION TO PRESENT THE INITIAL FACTS (I.E. TEAM NAMES, PLAYERS INVOLVED, MATCH AND GAME SPECIFICATIONS, SCORES AT TIME ETC.).