

Shooters Darts

1. These rules may change at any time that a situation arises. All players are required to provide their actual first and last name to participate in the league. All players must be at least 21 and identification may be required. A team will be penalized if any individual is misrepresenting his or herself.
2. Common sense and good sportsmanship are to be used to cover any questions that may arise during a match and is not covered directly in these rules. If the question can't be solved by the captain's following these guidelines call Keith at, 820-9452. For questions regarding the board call Keith of KV Amusement at the number listed above.
3. All teams may have roster limit of 4 players shooting on league night. Players may be added or dropped from the roster the first half of the season; any additions to a team roster after half waypoint must be approved by the league office. In the last four weeks of league original team member only are allowed to play. Any member that has shot the most weeks or equal weeks as the rest of the team members are considered and original team members.
4. Our league will play 301, Cricket and 701. The bull's-eye is worth 50 points (in cricket the outer ring is 25 points and the inner ring is 50 points); each segment has a value from 1 to 20. The outer ring doubles and the inner ring triples the value of the corresponding segment.
5. Four players throw per game, 2 from each team, 3 darts per round. Each person's round scores are subtracted from 301. In order to win the game a player must reach zero exactly and his/her partner's score must be less than the combined score of the opposing team. You can go out on a tie!
6. A player may pass any or all of his darts, and would do so if his "throwing out" would lose the game, because his partner's remaining score was higher than their opponents' combined scores.
7. Before the match begins, each team must choose the correct players for that night. Once the shooting starts, these names must remain the same throughout the match.
8. Please notify Keith of the arrangements for all rescheduled matches. Only one reschedule is allowed at a time. If you have one reschedule pending and you reschedule the second match the first one will be considered a forfeit and you will be charged with a fine of \$20.00 on the first offence and \$40.00 on the second. You must also pay your team fees for the night to complete the forfeit. All matches must be processed on the board for a forfeit. You must pick your team as the home and away team, it will ask you if it is a forfeit answer yes and you're finished. Any match not processed as a forfeit will be considered a reschedule and will be played. All matches must have a 24 hour notice for reschedules unless extenuating circumstances arise. All reschedules must be made up by the end of the rotation

they were made in (i.e. if you reschedule in the first rotation it must be done before the next rotation starts etc.

9. Starting time is 7:00 p.m. with a 15-minute grace period. If at 7:15 p.m. no one is present you

10. Players accept that the machine is always right. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing any darts. (SEE FOULS)

11. Players may use personal or bar darts. No broken or cut off tips. The maximum weight of a dart is 18 grams. Any players using darts which are too heavy will forfeit the games that player has shot in. If there are any questions on weighing the darts, the darts that are in question will be weighed on location or at the office.

12. The throw line must be 8' (eight feet) from bottom of game directly below the bull's-eye. If a question arises on the distance between the game and the line, captains must measure with a tape measure and move the machine if necessary. This must be done before the games begin. Once the game begins, both teams automatically agree the distance is correct.

13. In the event the electronics of the machine fail during a game and there is not another machine available at the home bar, there will be a one hour time period to get the machine fixed. If the machine cannot be fixed in the hour period the match should finish at the visiting team's bar. This should be done if the visiting team has an open board at home.

FEES:

The Weekly league dues to participate in this league are: \$13.00 per team plus cost of games. Cost of games costs \$13.50 per team. Summer league will be \$26.50 per team and \$6.63 per player every week.

The weekly player dues will be \$3.25 per person; after prizes, banquet, and other league merchandise are deducted 100% of the remaining league dues goes to the players as prize money. Payout formula will be: 75% for a win, 25% for a loss.

Protest fees are \$20.00, refundable if the protesting team wins; the losing team will then pay \$20.00. Protests should be filed with Keith at KV Amusement. The protest will be discussed and voted on by the player committee. If the committee finds it necessary there will be a player meeting called to discuss the issue; otherwise, a copy of the decision and the reasoning will be distributed to teams with their standings.

FORFEITS:

The team that receives a forfeit will be awarded a minimum of 8 games or their average for the night. Any team which forfeits must still pay the weekly player fees. Teams that win by forfeit must put fees into the dart board and pick their team for

home and away in order to have the wins recorded; this must be done on time or a \$5.00 late fee will be assessed. Any team forfeiting two times will be dropped from the league and will lose all money paid. Any matches not played or processed as a forfeit will be fined \$10.00 to each team. No forfeits are allowed in the last 4 weeks of league or the team that forfeits will lose all monies paid for the season.

HANDICAPPING

OPEN HANDICAPPING:

This applies to the 01 games only. The weekly team standings show the Cumulative percentage of wins for each team. This percentage will be used to determine the way in which teams must go out. (Not applicable to the summer dart league).

FOULS:

If the player shooting has his/her foot over the throw line prior to the dart being recorded by the game, it is a foul. The player should receive a warning for the first minor foot fouls (less than 2"). After repeated foot fouls, or a major foot foul the shooter will lose three darts on his/her next turn.

It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing darts. If the player throws while the machine is displaying another player's number, this constitutes a foul. **PLAY IS TO STOP IMMEDIATELY WHEN THE INFRACTION IS NOTICED!**

If the player throws while the machine is displaying an opponent's number and s/he has thrown less than three darts, the machine is advanced to his/her correct position by use of the player change button. The player may then throw his/her remaining darts. The game then proceeds normally.

If the player throws while the machine is displaying an opponent's number and s/he has thrown all three of his/her darts, the machine is advanced to the proper order (his/her opponent's number) and the game proceeds normally.

If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul. If the player has thrown less than three darts when the infraction is noticed, the machine is advanced to his/her correct player position, and he is allowed to throw the remainder of his three darts. Machine is then advanced to correct position and play resumes, except both players from violating team lose their next turns.

If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul. If the player has thrown all three darts when the infraction is noticed, the turn is completed. The machine should then be advanced to the correct player position and play resumes, except that both players from the violating team lose their next turns.

If the player reaches zero while shooting on his/her partner's number, that team loses that game.

Any player throwing out of turn as dictated by the match schedule has committed a foul. (Example: H1 and H2 are scheduled to play. H4 throw instead of either H1 or H2.)

If the first round of the game has been completed, the team that has fouled loses the game.

If the first round isn't finished when the infraction is noticed, the game will be backed up to the correct position and play will resume.

Manually scored points:

On an opponent's score, the player who caused the machine to score will back up the darts thrown to the correct position and play will resume.

On player or teammate's score, the game will be backed up to the correct position and play will resume. Unsportsmanlike conduct, abuse of equipment, distraction behavior, and intentional delay of game may be considered a foul. Please provide a written complaint to Keith; the complaint will be distributed to the team captains for discussion of appropriate action.