

Automatic Amusements
Dart League Rules
For Service Please Call 232 - 1371

League Rules

1. Starting time is 7:00 pm for all leagues except Monday 2nd Shift which starts at 11:00 pm. If opponents do not show up within 15 minutes (real time not bar time) they will forfeit the games or will have to reschedule at the opponents availability. If opponents do not show up on the given night please call 232-1371 and leave a message with the answering service or you can call Reggie the next day and explain what happened.
2. Players **MUST** be of Iowa legal drinking age to play in any dart league. All games played by anyone under the age of 21 will be forfeited.
3. Each team must have at least half of their team members present to play league. All player listed on each teams roster are considered team members.
4. Winners will be determined by which team wins the most games in that league. In the even of a tie between 1st and 2nd place, there will be a playoff at a neutral location.
5. Individual plaques / trophies will be given to the 1st place team members on all leagues. A sponsor plaque will be given to the 1st, 2nd and 3rd place teams based on a minimum of 8 teams within that league. 1st and 2nd place plaques will be awarded to leagues with less than 8 teams. Players wishing to order personal plaques / trophies will be at their expense.
6. A person or team shall get one warning on conduct. A second time they may be voted out of the league by the League Coordinator, President or Vice President and shall forfeit all prize money up to that time.
7. Any "No Show" team to forfeit 2 weeks in a row will receive **NO** prize money at the end of league and **NO** money will be refunded. All games played by that team will be eliminated from the final standings. Any opponents played to that point will **NOT** receive credit in the standings for those games, but will receive cash payoffs for the wins at the end of the season.
8. Any questions during the match will be handled by the two team captains.

Sanction Fees

Sanction fees are \$8 per player and are on a fiscal year (Fall to Fall). Every player will need to fill out the roster sheet that is in the folder behind the bar and accompany that with your \$8 payment. This will need to be done the first night of league....No Exceptions !!

All "Subs" must sanction the 2nd time they play.

Subs

1. If you need a sub, please look at your league schedule to make sure the subs average is within the legal guidelines. A cap for each league is posted on every schedule.
2. Subs **MUST** play under their names, not the regular players name.
3. After the first 10 weeks of league, a sub **NOT** on your roster **MUST** be approved by the League Coordinator, President or Vice President. No subs will be allowed on the last night of league except in the case of an extreme emergency.
4. If you have a sub and you show up to league, you **MUST** step in and start playing unless there are medical reasons you can not play.
5. A player listed on a teams roster and has played, can not play for another team within that league. If they want to switch teams during the season they must have the consent of their team captain and the League Coordinator prior to joining any other team.

Team Rosters

Rosters must be kept at an 8 player maximum for 4 person teams and 4 players max for 2 person teams. All subs must be listed as such. Please notify the League Coordinator at 232-1371 of any changes that may occur to add or remove a player.

Protests

If a team wishes to enter a protest, it must be a formal written protest delivered to the League Coordinator with a \$20 deposit within 48 hours of the match. Protesting teams must notify the opposing team the moment the protesting situation occurs. The protest will then be reviewed by the League Coordinator, President and Vice President and a decision will be rendered. If need be, the rules committee might be asked to vote on the situation. The two teams involved will not be allowed to vote. In case of a tie, the League President will have the deciding vote. If the team loses the protest, they lose the \$20 which will be added to the prize fund for that league. If they win the protest the \$20 will be refunded.

Rematches

A team unable to attend the dart match on a given night may request the opposing team to reschedule at THEIR convenience. Games MUST be made up one week before or one week after the original date. There must be a 24 hour notice to the opposing team if you are unable to attend. Please notify the League Coordinator with the date where you plan to play.

Smoking

If smoke breaks are an issue to your opponent or partner please limit these breaks to two per match. If problem persists please refer to "Slow Play" rule.

Fouls

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from leagues, expulsion from site or expulsion from future leagues. All decisions concerning fouls will be made by the League Coordinator, League President and/or League Vice President.

- 1. Distracting behavior by opponent while a player is throwing is not allowed and constitutes a foul. Throwing on a non-coined board is considered a distraction. You will receive only ONE warning.*
- 2. On a thrown dart, the dart must make contact with the board before the player's foot make contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing team captain. If the problem continues the player will lose his/her next three darts.*
- 3. If the machine resets due to power failure or other reasons beyond control, the game will be started over.*
 - A. The machine will ask you if play has been interrupted -- answer "Yes" Follow the instructions on the screen to continue league play.*
 - B. Any machine reset due to intentional player action will result in loss of game for the team committing the foul.*
- 4. If a player reaches zero in a round in which that player or that players partner committed a foul, that team loses the game.*
- 5. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by the League Coordinator, President or Vice President may constitute a foul.*
- 6. Players must use their own darts if they meet the following specifications.*
 - A. Plastic tips.*

- B. *Flights can be any length as long as they don't exceed 8" in total length. Flights may be no wider than 3/4" as measured from the shaft to flight edge and may have no more than 4 wings.*
- C. *Complete darts must not exceed 18 grams in weight.*
- D. *Darts may not have broken or cut off tips.*
- E. *Darts will be inspected upon request.*
- 7. *Any player found to be using overweight or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protests about weight of darts must be made before the end of your match and will not be allowed once a match has been concluded.*
- 8. *Disregard of any rules may constitute a foul, whether it be these rules or the rules of the bars you play in.*
PLEASE REMEMBER.... any bar has the right to refuse service to ANYONE !!

Slow Play Rule

Exaggerated slow play will be penalized. After the first warning from the opposing captain, the player shall throw within 3 minutes, second warning: player has one minute once their turn begins. Third and consecutive infractions will be loss of turn.

Backup Feature

The backup feature should be used to correct the following player errors:

- a. *Shooting out of turn*
- b. *Wrong player shooting*
- c. *Manually scored darts*
- d. *Any dart that sticks in the board and registers as a dart thrown but does not score will be corrected. The backup feature will be used to enter the correct score. The correction must be made in the turn the error occurred, prior to the next player throwing a dart. Both team captains must agree the error falls within the above guidelines.*

Last Dart - - Winning Dart Rule

- 1. *The "Last Dart - Winning Dart" must stick.*
- 2. *The machine was displaying the "Throw Dart" message and all other rules were followed. Then, no matter if the machine fails to score or scores incorrectly, the player/team will be credited with the win in that game. You then would manually score the correct number to end the game for that player/team.*

Rules of Play for 301, 501, 701

- 1. *The game of 301/501/or 701 will be any - in any - out unless otherwise noted.*
- 2. *All players start with 301/501 ect. and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.*
- 3. *When a player reaches zero the game is over. The winning team is the team with the lowest combined score (both team members). If the score ends up in a tie, the player or team that reaches zero first wins. If a player reaches zero when they are "blocked" or "frozen" the win will be credited to the opposing team. The terms "blocked or "frozen" means a person can not win the game is their partners score in MORE than the combined total score of the other two opponents.*
- 4. *The game will end after 20 rounds and the team with the fewest total points will win.*

Rules of Play for Cricket

- 1. The game of Cricket will be played with a double bull's eye.***
- 2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and the bull's eye in any order before your opponent(s). The player/team who closes all the numbers and the bull's eye first and has a greater or equal number of points wins.***
- 3. An outer bull's eye will count 25 points and the inner bull's eye will count 50 points.***
- 4. The game will end after 25 rounds and the team with the most points wins the game.***
- 5. All general rules of play will apply.***

And always remember to show:

Good Sportsmanship - Respect your Opponent

Be a Leader and Have some FUN

Make it a Great Experience for Everyone !!