



(HEREAFTER REFERRED TO AS THE LEAGUE DEPARTMENT)

LEAGUE RULES

REGULATIONS AND RIGHTS

1. UPON ACCEPTANCE OF THE LEAGUE FEES, FRANCHISE HOLDERS, TEAMS AND INDIVIDUALS SHALL BE ENTITLED TO THE RIGHTS OF, AND BE SUBJECT TO LEAGUE RULES AND REGULATIONS AS ESTABLISHED BY THE LEAGUE.
2. TO ASSURE GOOD SPORTSMANSHIP, A TEAM OR INDIVIDUAL MAY BE EXPELLED FOR UNBECOMING CONDUCT, POOR SPORTSMANSHIP OR ANY REASON CONSIDERED DISRUPTIVE OR DETRIMENTAL.
3. THE LOCATION WILL PROVIDE THE DART BOARD AT THE DESIGNATED TIME AND WILL RETAIN THE RIGHT TO REMOVE A PLAYER OR PLAYERS FOR MISCONDUCT.
4. NO ONE UNDER THE AGE OF 21 WILL BE ALLOWED TO PLAY IN J & J VENTURES DART LEAGUES. IF CAUGHT --- ALL GAMES THAT THE OFFENDING ILLEGAL PLAYER PARTICIPATED IN WILL BE FORFEITED.
5. BARS WILL NOT CHARGE A COVER TO DART PLAYERS DURING LEAGUE PLAY. KIBITZING OR HARASSMENT FROM PLAYERS OR SPECTATORS WILL NOT BE TOLERATED. FOUL OR ABUSIVE LANGUAGE WILL NOT BE TOLERATED. ANY PHYSICAL VIOLENCE WILL RESULT IN THE PLAYER OR TEAM TO BE EXPELLED FROM THE LEAGUE AND FORFEIT ALL POINTS AND MONIES PAID. ABUSE OF EQUIPMENT, POOR SPORTSMANSHIP OR UNETHICAL CONDUCT MAY BE GROUNDS FOR A FORFEITURE OF A GAME, A MATCH OR EXPULSION FROM THE LEAGUE.
6. NO PLAYER, TEAM, OR TEAM CAPTAIN MAY REFUSE TO LET ANY PLAYER ON THE OPPOSING TEAM PLAY REGARDLESS OF ELIGIBILITY. NOTIFY THE LEAGUE DEPARTMENT OF ANY SITUATIONS THAT MAY ARISE AND THE LEAGUE DEPARTMENT WILL INVESTIGATE AND DEAL WITH THE SITUATION ACCORDINGLY. (THIS RULE DOES NOT APPLY TO A PLAYER THAT HAS BEEN BARRED FROM AN ESTABLISHMENT OR A PLAYER WHO IS UNDER 21 YEARS OF AGE).
7. ANY DISTRACTION OF PLAYERS IS FORBIDDEN. COMMON SENSE AND GOOD SPORTSMANSHIP ARE TO BE USED TO COVER ANY QUESTIONS THAT MAY ARISE DURING A MATCH THAT ARE NOT COVERED EXPLICITLY IN THESE RULES.
8. THE J & J VENTURES LEAGUE DEPARTMENT WILL INVESTIGATE COMPLAINTS OF PLAYER CONDUCT. DEPENDING ON THE SEVERITY OF HIS OR HER CONDUCT

INFRACTION, A PLAYER MAY BE EJECTED FOR THAT SEASON FROM THE LEAGUE FOR ONE INFRACTION. A PLAYER WITH THREE INFRACTIONS WILL BE EJECTED PERMANENTLY.

GENERAL RULES

1. LOCATIONS MAY ONLY HAVE TWO (2) TEAMS PER DARTBOARD PER TRADITIONAL LEAGUE. IF A LOCATION HAS MORE TEAMS THAN ALLOTTED DARTBOARDS, DARTBOARDS WILL HAVE TO BE ADDED. THERE IS ALSO AN OPTION OF A SHIFT THAT MAY HAVE MORE THAN 2 TEAMS PER BOARD. THIS OPTION HAS TO BE APPROVED PRIOR TO LEAGUE START.
2. PLAYERS MAY USE THEIR OWN DARTS, AS LONG AS THEY MEET NDA REQUIREMENTS. OTHERWISE, BAR DARTS WILL BE SUPPLIED BY EACH LOCATION OPERATING A GAME.
3. ALL GAMES SHALL HAVE A FOUL LINE POSITIONED 96 INCHES HORIZONTALLY FROM THE FACE OF THE BOARD. ALL PLAYERS MUST STAND WITH BOTH FEET NO CLOSER THAN THE FRONT EDGE OF THE LINE. THEY MAY STEP ON, BUT NOT OVER THE LINE. THEY MAY LEAN OVER THE LINE. ANYONE CAUGHT STANDING OVER THE LINE WILL LOSE THEIR NEXT DART IF THE OPPOSING TEAM SO CHOOSES. IF THAT PLAYER TAKES THE GAME OUT ON THAT DART, THEY WILL LOSE THAT GAME.
4. EACH PLAYER IS ALLOWED ONLY THREE THROWS PER TURN. IF A DART MISSES THE BOARD OR DOES NOT STICK, IT IS STILL COUNTED AS A THROW. NO PLAYER MAY HAVE A "DO OVER". A DART THROWN THAT STICKS IN THE BOARD BUT DOES NOT SCORE MAY NOT BE MANUALLY SCORED UNLESS THE OPPOSING TEAM CAPTAIN AGREES. YOU MAY PASS ANY OR ALL OF YOUR DARTS FOR YOUR TURN. THE SCORE GIVEN BY THE DART MACHINE IS THE FINAL SCORE UNLESS AGREED UPON BY BOTH CAPTAINS. THE DARTBOARD IS ALWAYS RIGHT IF BOTH TEAM CAPTAINS ARE NOT IN AGREEMENT OVER A SCORING ISSUE!!

CAPTAINS DUTIES

1. TEAM CAPTAINS MUST COMPLETELY FILL OUT AND TURN IN ROSTERS AT THE STARTUP MEETING. IF THE ROSTERS ARE NOT FILLED OUT COMPLETELY, IT MAY RESULT IN FAILURE OF NOTICE OF LEAGUE PROCEEDINGS (EXAMPLE: RE-SCHEDULED MATCHES, MEETINGS, PLAYER SPOT/POINTS OFF HANDICAP, AND ENTRY OF PLAYER NAMES INTO DARTBOARDS, ETC...). IF YOU ARE UNSURE OF YOUR PLAYERS, A PARTIAL ROSTER WITH CAPTAIN'S INFO COMPLETELY FILLED OUT WILL BE ACCEPTED.
2. TEAM CAPTAINS ARE RESPONSIBLE FOR TEAM FEES, TEAM'S CONDUCT, VERIFICATION OF STATS, RESCHEDULING OF MATCHES AND FILING OF PROTESTS OR COMPLAINTS. THE TEAM IS ALSO RESPONSIBLE FOR TOTAL TEAM MONEY REGARDLESS OF HOW MANY PLAYERS SHOW UP TO PLAY. WHEN MATCHES ARE NOT PLAYED, EXCEPT IN THE CASE OF A BYE, ALL FEES MUST STILL BE PAID.
3. TEAM MEMBERS MUST PUT ALL LEAGUE MONEY INTO THE BOARD BEFORE THE START OF THE MATCH OR THEY DO NOT PLAY.
4. CAPTAINS SHALL BE PRESENT OR WILL NEED TO SEND AN ACTING CAPTAIN TO

- ALL LEAGUE MEETINGS. ONLY THE CAPTAIN OR THE ACTING CAPTAIN HAS THE RIGHT TO VOTE. TEAMS NOT REPRESENTED, FORFEIT ALL RIGHTS TO VOTE.
5. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO INSTRUCT HIS/HER PLAYERS AS TO ALL LEAGUE RULES AND REQUIREMENTS. CAPTAINS MUST READ AND UNDERSTAND THE RULES AND MAKE DECISIONS FOR HIS/HER TEAM ACCORDING TO THOSE RULES.
 6. THE CAPTAINS OR ACTING CAPTAINS FROM EACH TEAM WILL TRY TO SETTLE ANY DISPUTES THAT MAY ARISE DURING THE MATCH. ALL DISPUTES THAT CANNOT BE WORKED OUT BY THE TWO CAPTAINS DURING THE MATCH SHALL BE TURNED OVER TO THE LEAGUE DEPARTMENT AND, IF NOT COVERED BY THE RULES, WILL BE TURNED OVER TO THE OTHER LEAGUE CAPTAINS FOR A RULING. (SEE PROTEST).

IT IS ALWAYS CAPTAIN'S PREROGATIVE TO WORK OUT PROBLEMS THAT MAY ARISE IN THE COURSE OF A NIGHT'S PLAY, BUT THIS IS NOT BINDING TO THE LEAGUE IF IT DIFFERS FROM THE LEAGUE RULES. CAPTAIN'S PREROGATIVE DOES NOT COVER ANY PLAYER ACTION THAT CAN SKEW AVERAGES. NO PLAYER MAY SHOOT UNDER ANOTHER PLAYER'S NAME/AVERAGE.

7. TEAM CAPTAINS MUST NOTIFY THE J & J VENTURES LEAGUE DEPARTMENT OF ALL CHANGES.
8. CAPTAINS ARE RESPONSIBLE FOR CALLING THE LEAGUE DEPARTMENT IF A PLAYER THAT DOES NOT APPEAR ON THE PLAYER STANDINGS NEEDS TO BE ADDED TO THEIR TEAM. FAILURE TO DO SO MAY RESULT IN SPOT DARTS/HANDICAP POINTS NOT BEING CREDITED TO THAT PLAYER WHOM MAY BE ENTITLED TO THEM ON THE FIRST NIGHT THEY SHOOT. THE WEBSITE WWW.DARTSTOC.COM 18 MONTH ROLLING AVERAGE CAN BE USED WHEN DETERMINING AN AVERAGE ON LEAGUE NIGHT.
9. TEAM CAPTAINS ARE RESPONSIBLE TO PICK UP TEAM PRIZE MONEY AT THE BANQUET. IF TEAM DOES NOT ATTEND THE BANQUET, THE TEAM CAPTAIN IS RESPONSIBLE FOR PICKING UP TEAM PRIZE MONEY FROM THE J & J VENTURES AMUSEMENTS OFFICE.

SCHEDULING

1. THE SCHEDULES WILL APPEAR ON OUR WEBSITE AND THE DARTBOARD SCREENS OF THE LOCATIONS INVOLVED IN THAT PARTICULAR LEAGUE PRIOR TO THE START OF LEAGUE PLAY.
2. ALL GAMES THAT MUST BE RESCHEDULED MUST BE DONE BY THE MUTUAL CONSENT OF BOTH TEAM CAPTAINS AND THE LOCATION OWNER. CAPTAINS ARE RESPONSIBLE FOR CALLING THE OPPOSING TEAM CAPTAIN TO RESCHEDULE A MATCH. IF UNABLE TO CONTACT THE OPPOSING TEAM CAPTAIN, CALL LEAGUE DEPARTMENT BY 11:30 A.M. THE DAY OF THE SCHEDULED MATCH IN ORDER TO OBTAIN ANY OTHER INFORMATION HELPFUL TO REACH THE OPPOSING TEAM CAPTAIN IN ORDER TO RESCHEDULE. **THE LEAGUE DEPARTMENT MUST BE NOTIFIED AS TO THE DATE OF A RESCHEDULED MATCH.** MAKE UP GAMES MUST BE COMPLETED ON OR BEFORE EACH SCHEDULED MAKE UP GAME WEEK WITH THE EXCEPTION OF THE LAST 2 WEEKS OF THE SEASON, WHICH IS ONLY ONE WEEK AFTER THE END OF THE LEAGUE. UNDER EXTENUATING CIRCUMSTANCES, THE LEAGUE DEPARTMENT MAY DECIDE THAT THE

CIRCUMSTANCES WERE BEYOND THE CONTROL OF THE PLAYERS AND SCHEDULE A MAKEUP GAME. THE DECISION AS TO IF THE CIRCUMSTANCES WERE EXTENUATING LIES WITHIN THE LEAGUE DEPARTMENT ONLY AND THAT DECISION IS FINAL.

3. IF AN ACCIDENT, BAD WEATHER, OR EXTINUATING CIRCUMSTANCES PREVAIL, THE AFFECTED TEAM MAY CALL THE OPPOSING TEAM CAPTAIN BEFORE THE START OF THE MATCH AND RECEIVE A ONE (1) HOUR GRACE PERIOD OR MAY RESCHEDULE THE MATCH. THE LEAGUE OFFICE ALSO RESERVES THE RIGHT TO POSTPONE MATCHES DUE TO WEATHER.
4. BYES DO NOT HAVE TO BE PAID FOR AND NO POINTS ARE AWARDED. IN THE CASE OF A FORFEIT, ALL FEES MUST STILL BE PAID.

THE TEAM

1. THE NUMBER OF PLAYERS ON A TEAM IS DETERMINED BY THE LEAGUE FORMAT (I.E. SINGLES, DOUBLES, TRIPLES OR FOURSOME).
2. ANY PLAYER MAY BE USED, PROVIDED SUCH PLAYER HAS NOT PLAYED FOR ANY OTHER TEAM IN THE SAME LEAGUE DURING THE CURRENT SEASON. IF ANY TEAM IS DISSOLVED DURING THE SEASON, ITS' PLAYERS IN GOOD STANDING MAY JOIN OTHER TEAMS IN THE LEAGUE, UNLESS THE DISSOLUTION OF THE TEAM IS DUE TO UNSPORTSMANLIKE OR OTHER UNACCEPTABLE CONDUCT.
3. UNLIMITED SUBSTITUTES ARE ALLOWED UP UNTIL THE LAST 4 WEEKS OF THE SEASON. **DURING THE LAST 4 WEEKS OF PLAY, ALL PLAYERS PLAYING EACH NIGHT MUST HAVE PLAYED PREVIOUSLY IN THE SEASON. IF THEY HAVE NOT PLAYED YET, THEY MUST BE EQUAL TO OR LESSER THAN THE PERSON THEY ARE REPLACING. THE PENLTY IS LOSS OF ALL GAMES THE NEW PLAYER PARTICIPATED IN.** SUBSTITUTES ARE ALLOWED ONLY IF THEY HAVE NOT ALREADY PLAYED FOR ANY OTHER TEAM IN THAT LEAGUE'S SEASON. DURING ANY GIVEN SEASON, ONCE A PLAYER/SUB HAS PLAYED FOR A TEAM, THEY BELONG TO THAT TEAM UNTIL THAT PARTICULAR SEASON IS FINISHED.
4. PLAYERS CANNOT SWITCH TEAMS UNTIL THE END OF THE CURRENT LEAGUE SEASON. NO PLAYER MAY SHOOT FOR MORE THAN ONE TEAM ON ANY GIVEN LEAGUE NIGHT. ALTHOUGH, PLAYERS ARE PERMITTED TO SHOOT FOR DIFFERENT TEAMS ON DIFFERENT NIGHTS. THE REASON BEING THAT EACH NIGHT IS AN INDEPENDENT LEAGUE.
5. IT IS RECOMMENDED THAT ALL TEAMS HAVE SUBSTITUTES AVAILABLE AT ALL TIMES.
6. SPECIAL CIRCUMSTANCES: DURING LEAGUES THERE ARE SOMETIMES SPECIAL CIRCUMSTANCES DUE TO VARIOUS REASONS (MOVING, FAMILY SICKNESS, ECT). WHEN THIS OCCURS LEAGUE DIRECTORS ALWAYS HAVE THE RIGHT TO APPROVE TEAM MEMBERS AT ANY TIME. THIS IS WHEN ALL OTHER OPTIONS HAVE BEEN EXHAUSTED. IF THIS OCCURS DURING THE LAST 4 WEEKS, THE DIRECTOR WILL SELECT PEOPLE OF SIMILAR AVERAGES OF THE PEOPLE THEY ARE REPLACING SO THAT THE LEAGUE CAN BE PLAYED TO COMPLETION.

TEAM MATCHES

1. START TIME VARIES FROM LEAGUE TO LEAGUE. A TEAM WILL HAVE A 30 MINUTE GRACE PERIOD FROM THE REGULAR SCHEDULED TIME OF THE LEAGUE. IF A TEAM SHOWS UP LATE, THE OPPOSING TEAM CAPTAIN MAY, BUT IS NOT REQUIRED TO, ENFORCE THE FOLLOWING PENALTIES: IF A TEAM DOESN'T CALL WITHIN 30 MINUTES AND ARRANGE WITH OPPOSING TEAM CAPTAIN TO START LATER THAN 1 HOUR FROM ORIGINAL START TIME OR SHOW UP AT ALL, REFER TO FORFEITS.

IF THE OPTION TO FORFEIT GAMES HAS BEEN DECIDED UPON, THE TEAM CAPTAIN RECEIVING THE FORFEITED GAMES WILL RECORD THE FORFIET THROUGH THE DARTBOARD PAYING ALL LEAGUE FEES FOR THEIR TEAM AND IS THEN REQUIRED TO CALL THE LEAGUE DEPARTMENT THE FOLLOWING MORNING SO THAT THE LEAGUE OFFICE CAN VERIFY THE FORFIET. **THE ABSENT TEAM WILL STILL OWE LEAGUE FEES AND WILL BE RESPONSIBLE FOR PAYING THE QUARTER DROP FOR THEIR TEAM AND THE OTHER TEAM OUT OF THEIR LEAGUE WINNINGS.**

2. IF A PLAYER IS MISSING AT THE BEGINING OF THE MATCH THE CAPTAIN WILL HAVE TO DECIDE WHEATHER OR NOT TO USE HIS PLAYER OR A "BLIND". IF THE CAPTAIN USES HIS PLAYER THEN THE PLAYER WHO IS ABSENT AT THE START OF THE MATCH ARRIVES LATE, THE PLAYER MAY SHOOT AT ANY TIME THE BOARD SAYS IT IS THEIR TURN. UNTIL THE TIME OF THEIR ARIVAL ANYTIME THE BOARD IS DISPLAYING THEIR TURN IT MUST BE SKIPPED. IF USING A "BLIND" THEN THE CAPTAIN WILL USE THE "151" RULE FOR "01" GAMES AND SKIP PLAYER IN CRICKET GAMES TO FINISH MATCH. NO PLAYER MAY REPLACE A STARTING PLAYER ONCE THE MATCH HAS STARTED.
3. IF A PLAYER LEAVES EARLY, THEN YOU WILL SKIP THE PLAYER IN ALL GAMES TO FINISH MATCH.
4. A TEAM MAY PLAY WITH A MINIMUM OF 1 ORIGINAL PLAYER.
5. A MATCH CONSISTS OF X NUMBER OF GAMES DEPENDING ON FORMAT DECIDED UPON AT THE START-UP MEETING.
7. NEW PLAYERS THAT DO NOT APPEAR ON THE TEAM ROSTER MUST BE ADDED BY CALLING THE LEAGUE DEPARTMENT TO HAVE THEM ADDED INTO THE COMPUTER OR ADDED MANUALLY ON THE DARTBOARD PRIOR TO PLAY. **IF DONE MANUALLY, FIRST AND LAST NAMES MUST BE ENTERED.** REMEMBER THAT IF A NEW SUB/PLAYER HAS PREVIOUSLY PLAYED FOR J & J VENTURES LEAGUES, THEY MAY BE ENTITLED TO HANDICAP POINTS/SPOT DARTS IF SHOOTING IN A HANDICAP LEAGUE. THEY MAY BE ENTITLED TO HANDICAP ON THEIR FIRST NIGHT OF PLAY. PLEASE CALL THE LEAGUE DEPARTMENT TO ADD THEM INTO THE COMPUTER AND THEN DOWNLOAD THE BOARDS WITH THE APPROPRIATE HANDICAP. THE WEBSITE WWW.DARTSTOC.COM 18 MONTH ROLLING AVERAGE CAN BE USED WHEN DETERMINING AN AVERAGE ON LEAGUE NIGHT.
8. SANCTION FEE: THERE IS A ONCE A YEAR NATIONAL DART ASSOCIATION SANCTIONING FEE OF \$8.00 PER PLAYER. THE SANCTIONING FEE COVERS ALL PLAYERS STARTING SEPTEMBER 1ST THRU AUGUST 31ST. (AUTOMATICALLY DEDUCTED FROM PLAYER'S PRIZE MONEY). PLAYERS MUST BE SANCTIONED AND HAVE SHOT 96 GAMES IN ORDER TO PLAY IN THE NATIONAL TOURNAMENT IN LAS VEGAS. THERE MAY ALSO BE STATE SANCTION FEES THAT VARY FROM STATE TO

STATE TO ALLOW PLAYERS TO PLAY IN THE STATE EVENTS. THIS WILL ALSO BE DEDUCTED FROM PLAYERS PRIZE MONEY.

PLAY OF THE GAME

1. THE HOME TEAM WILL DETERMINE WHICH DARTBOARD WILL BE USED (IN THE EVENT OF MULTIPLE MACHINES). IF THERE ARE TWO HOME TEAMS PLAYING THAT NIGHT, THE HOME TEAM THAT ARRIVES FIRST WILL HAVE THEIR CHOICE OF DARTBOARDS. IF THERE ARE REMOTE LEAGUES SCHEDULED FOR THE NIGHT THEN THEY HAVE PRIORITY OVER THE G3'S SINCE THEY CAN ONLY USE THEM FOR REMOTE. WE NOW USE THE SHOOTER'S ADVANTAGE RULE. A DART THAT STICKS IN A MARK BUT DOES NOT REGISTER THAT MARK, WILL BE MANUALLY SCORED BY AN OFFICIAL. A DART THAT "FLIGHTS" A BENEFICIAL MARK ON THE WAY IN, BUT STICKS ELSEWHERE, WILL NOT BE MANUALLY UN-SCORED. IF THE MACHINE IS NOT OPERATING CORRECTLY, THE CAPTAINS WILL EITHER DECIDE TO CALL A REPAIRMAN AND WAIT FOR REPAIRS, OR PLAY ON ANOTHER MACHINE IN THE SAME LOCATION, OR RESCHEDULE THE MATCH.
2. ALL GAMES SHALL HAVE A FOUL LINE POSITIONED 96 INCHES HORIZONTALLY FROM THE FACE OF THE BOARD. ALL PLAYERS MUST STAND WITH BOTH FEET NO CLOSER THAN THE FRONT EDGE OF THE LINE. THEY MAY STEP ON, BUT NOT OVER THE LINE. THEY MAY LEAN OVER THE LINE. ANYONE STANDING OVER THE LINE WILL LOSE THEIR NEXT DART IF THE OPPOSING TEAM CAPTAIN SO CHOOSES. IF THAT PLAYER TAKES THE GAME OUT ON THAT DART, THEY WILL LOSE THAT GAME.
3. **"301/501/701":** EACH PLAYER BEGINS WITH A SCORE OF "301, 501 OR 701". THE OBJECT IS TO COUNT DOWN FROM "301, 501 OR 701" POINTS TO REACH THE EXACT SCORE OF ZERO (0) BEFORE YOUR OPPONENTS WITHOUT BEING FROZEN. WHEN PLAYING IN LEAGUES, EACH TEAM WILL CONSIST OF TWO, THREE OR FOUR PLAYERS DEPENDING ON LEAGUE FORMAT. ALL PLAYERS WILL PAIR UP AND PLAY THE LEAGUES' DESIGNATED NUMBER OF GAMES EACH WEEK. THE MATCHES HAVE ASSIGNED SPOTS FOR PLAYERS; THESE SPOTS CORRESPOND WITH THE PLAYER NAMES GIVEN AT THE SETUP OF THE MATCH. **ALL PLAYERS MUST FOLLOW THE DARTBOARD PAIRINGS.** EACH PLAYER THAT STARTS THAT NIGHT'S PLAY SHALL FINISH THAT NIGHT'S PLAY (NO SUBSTITUTION AFTER THE MATCH HAS STARTED). EACH PLAYER IS ALLOWED ONLY THREE THROWS PER TURN. IF A DART MISSES THE BOARD OR DOES NOT STICK, IT IS STILL COUNTED AS A THROW. NO PLAYER MAY HAVE "DO OVERTS". A DART THAT STICKS BUT DOES NOT SCORE MAY NOT BE MANUALLY SCORED. A PLAYER MAY PASS ANY OR ALL OF THEIR DARTS FOR THEIR TURN. THE SCORE GIVEN BY THE DART MACHINE IS THE FINAL SCORE UNLESS AGREED UPON BY BOTH TEAM CAPTAINS. THE DART MACHINE IS ALWAYS RIGHT. TEAMS WILL ALTERNATE EACH WEEK, PLAYING ONE "HOME GAME" THEN ONE "AWAY GAME", SCHEDULING PERMITTING.

CRICKET: THE OBJECT OF THE GAME IS TO CLOSE ALL NUMBERS AND BE AHEAD IN POINTS BEFORE YOUR OPPONENTS. THE NUMBERS TO CLOSE ARE 15, 16, 17, 18, 19, 20 AND BULLSEYE. THREE MARKS ON EACH NUMBER WILL CLOSE THEM. TO SCORE POINTS ANY NUMBER THAT YOU HAVE CLOSED AND YOUR OPPONENTS DON'T, CAN BE SCORED ON. YOU MUST FIRST CLOSE THE NUMBER BEFORE YOUR OPPONENT, THEN ANY MARKS AFTER THAT AND UNTIL YOUR OPPONENTS CLOSES THE NUMBER, COUNT AS SEGMENT VALUE (SINGLE, DOUBLE AND TRIPLE).

4. THE FREEZE RULE IS IN EFFECT FOR ALL SPLIT (4 SCORE) "01" GAMES.

DEFINITION OF FREEZE RULE: A PLAYER CANNOT ATTEMPT TO TAKE ANY "01" GAME OUT (REACH A ZERO SCORE) IF THEIR PARTNER'S SCORE IS HIGHER THAN THE TWO OPPONENTS SCORES COMBINED. YOU MAY TAKE THE GAME OUT IF YOUR PARTNER'S SCORE IS LESSER THAN OR EQUAL TO THE TWO OPPONENTS' COMBINED SCORES. IF A PLAYER IS IN THE POSITION TO TAKE A GAME OUT AND THEIR PARTNER HAS THEM "FROZEN", THAT PLAYER CAN SHOOT AS MANY OF THE THREE DARTS THAT THEY CAN TO GET THEIR SCORE AS LOW AS POSSIBLE WITHOUT TAKING THE GAME OUT OR PASS THEIR TURN ENTIRELY. IF A PLAYER TAKES A GAME OUT WHEN THEY ARE "FROZEN", THEY LOSE THE GAME. NO INDIVIDUAL WIN POINTS OR ASSISTS WILL BE GIVEN TO THE OPPOSING TEAM PLAYERS. THEY WILL GET A TEAM WIN FOR FORFEIT OF THAT GAME.

5. "01" GAMES MAY BE PLAYED WITH ABSENT PLAYERS. THE SPOT VACANT BEING NAMED "BLIND" AT MATCH SETUP. "BLIND" MUST BE ENTERED IN PLACE OF THE MISSING PLAYER IN THE DARTBOARD BEFORE THE MATCH BEGINS. WHEN "BLIND" APPEARS FOR THE FIRST TIME IN A "301" GAME'S PLAYER SPOT, THE TEAM CAPTAIN WILL MANUALLY SCORE THREE (3) BULLSEYES TO BRING THE "BLIND" SPOT TO "151". THIS IS DONE IN THE FIRST ROUND ONLY AND THE "BLIND" SPOT WILL REMAIN AT "151" FOR THE REST OF THAT GAME. "501" GAMES ARE HANDLED IN THE SAME MANNER AS "301" GAMES EXCEPT THAT THE SCORE WILL STAY AT "351" FOR THE REMAINDER OF THAT GAME. **THE "151/351" RULE DOES NOT APPLY TO STACKED "01" GAMES (BOTH PLAYERS PLAYING ON THE SAME SCORE).** IF A PLAYER SHOWS UP LATE FOR THE MATCH, THEY ARE PERMITTED TO SHOOT IN THEIR NEXT DESIGNATED TURN **IF THEIR NAME WAS ENTERED AT MATCH SETUP.** IN THE EVENT THAT A PLAYER MUST LEAVE DURING THE MATCH, HE/SHE MUST NOTIFY BOTH CAPTAINS AND THEIR TURN WILL BE PASSED IN THE REMAINING GAMES. IN CRICKET GAMES, THE "BLIND" SPOT WILL BE PASSED EACH TIME.
6. DARTS THROWN INTO THE OUTER RING OF THE DARTBOARD COUNTS DOUBLE THE NORMAL POINT VALUE AND THOSE THROWN INTO THE INNER RING OF THE DARTBOARD COUNT AS TRIPLE THE NORMAL POINT VALUE. A BULLSEYE COUNTS AS FIFTY (50) POINTS IN "01" GAMES. ALL OTHER AREAS COUNT AS SINGLE VALUES. WHEN PLAYING CRICKET, THE RED PART OF THE BULLSEYE COUNTS AS ONE MARK OR TWENTY-FIVE (25) POINTS. THE BLACK PART OF THE BULLSEYE COUNTS AS TWO (2) MARKS OR FIFTY (50) POINTS.
6. DARTS MAY NOT BE THROWN UNTIL THE MACHINE INSTRUCTS "THROW DART". ANY DART THROWN EARLY IS COUNTED AS A THROW AND PLAYER FORFEITS ANY POINT VALUE. DARTS ON BOARD CANNOT BE TOUCHED UNTIL TURN IS OVER AND "PLAYER CHANGE" APPEARS ON DARTBOARD SCREEN. IF THIS RULE IS NOT FOLLOWED, HE/SHE WILL FOUL WITH THE PENALTY BEING LOSS OF THEIR CURRENT TURN. IF ANY OF THE PLAYER'S THREE (3) DARTS MISS THE BOARD, THE RED BUTTON MUST BE PUSHED FOR "PLAYER CHANGE" BEFORE THE PLAYER CAN PULL HIS/HER DARTS FROM THE DARTBOARD. IF A PLAYER ACCIDENTALLY SCORES ON THE OPPOSING PLAYER'S SCORE WHILE PULLING OUT HIS/HER DARTS, THE BACKUP FEATURE MAY BE USED TO RESET THE OPPOSING PLAYER'S TURN AND GET RID OF THE EXTRA POINTS. THE PLAYER SHOULD THEN RESET THE GAME BY PUSHING THE RED "PLAYER CHANGE" BUTTON TO GET TO THE OPPOSING PLAYER'S SCORE SO THAT THEY CAN THROW HIS/HER THREE (3) DARTS. IF A PLAYER ACCIDENTLY WINS A GAME WHILE PULLING A DART OUT OF THE BOARD, THE PENALTY WILL BE THE LOSS OF THAT PARTICULAR GAME.

7. IF, IN TEAM PLAY, A PLAYER THROWS ON HIS/HER TEAMMATES SCORE, THE BACKUP BUTTON MAY BE USED TO RESET THE GAME TO THE PROPER PLAYER'S TURN.
8. IT IS EACH PLAYER'S RESPONSIBILITY TO SEE THAT THE MACHINE IS DISPLAYING THE PROPER PLAYER NAME PRIOR TO THROWING ANY DARTS. IF A PLAYER SHOULD ACCIDENTLY SCORE WHEN THE MACHINE IS DISPLAYING THE OPPONENT'S NAME, THEY SHOULD RESET THE MACHINE BY USING THE BACKUP BUTTON TO GET TO THE PLAYER'S NAME WHO ORIGINALLY THREW ON THE WRONG SCORE AND THEN CONTINUE PLAY.
10. THE DARTBOARD SHOULD BE RELINQUISHED TO THE VISITING TEAM FOR PRACTICE FIFTEEN (15) MINUTES BEFORE START OF MATCH OR UNTIL TEAM ARRIVES PRIOR TO LEAGUE PLAY. THIS ALSO SHOULD BE THE BOARD USED DURING THAT NIGHTS PLAY. IF VISITING TEAM IS NOT PRESENT FIFTEEN (15) MINUTES BEFORE LEAGUE PLAY, THE HOME TEAM MAY PRACTICE ON THE BOARD UNTIL VISITORS ARRIVE. AT THAT TIME THEY SHALL FINISH THEIR GAME AND RELINQUISH THE BOARD AND ALLOW THE VISITING TEAM TO PRACTICE UNTIL START TIME. IF A TEAM DOES NOT SHOW UP UNTIL AFTER START TIME THEN THEY FORFEIT THEIR WARM UP TIME. IT IS ALSO THE HOME TEAM CAPTAIN'S RESPONSIBILITY TO INFORM THE VISITING TEAM WHICH DARTBOARD WILL BE USED FOR THAT NIGHT'S PLAY AT LEAST FIFTEEN (15) MINUTES PRIOR TO LEAGUE PLAY.
11. TOTAL TEAM WINS WILL DETERMINE FINAL STANDINGS.

FORFEITS

1. ANY TEAM THAT SHOWS UP FOR A MATCH THIRTY (30) MINUTES OR MORE LATE WILL FORFEIT FOR THAT NIGHT UNLESS THEY HAVE MADE PRIOR ARRANGEMENTS WITH THE OPPOSING TEAM CAPTAIN TO START LATE. THE TEAM RECEIVING THE FORFEIT WILL RECEIVE A CREDIT OF SEVENTY-FIVE (75) PERCENT OF THE GAMES THAT WOULD HAVE BEEN PLAYED THAT NIGHT. **PLAYER FEES MUST STILL BE PAID BY BOTH TEAMS AND THE TEAM THAT FORFIETED WILL BE RESPONSIBLE FOR THEIR QUARTER DROP AS WELL AS THE OTHER TEAMS QUARTER DROP.** THE TEAM THAT IS THERE MUST ENTER INTO THE DART BOARD A FORFIETED MATCH.
2. ANY TEAM THAT DOES NOT CALL OR SHOW UP FOR A MATCH WILL FORFEIT THAT MATCH. THE TEAM RECEIVING THE FORFEIT WILL RECEIVE A CREDIT OF SEVENTY-FIVE (75) PERCENT OF THE GAMES THAT WOULD HAVE BEEN PLAYED THAT NIGHT. **PLAYER FEES MUST STILL BE PAID BY BOTH TEAMS AND THE TEAM THAT FORFIETED WILL BE RESPONSIBLE FOR THEIR QUARTER DROP AS WELL AS THE OTHER TEAMS QUARTER DROP.** THE TEAM THAT IS THERE MUST ENTER INTO THE DART BOARD A FORFIETED MATCH.
3. ANY TEAM THAT RECEIVES A FORFEIT MUST CALL THE LEAGUE DEPARTMENT AND EXPLAIN WHY THEY ARE ENTITLED TO A FORFEIT. THE LEAGUE DEPARTMENT WILL, AFTER DETERMINING THAT THE TEAM IS INDEED ENTITLED TO A FORFEIT, APPROVE THE FORFIETED MATCH THAT WAS ENTERED INTO THE BOARD. ANY FEES STILL OWED WILL BE TAKEN OUT AT THE END OF THE SEASON.

FORFEITING OUT OF THE LEAGUE

1. ANY TEAM THAT FORFEITS THREE TIMES IN A SEASON WILL FORFEIT OUT OF THE LEAGUE. ANY TEAM THAT FORFEITS EITHER OF THE LAST TWO WEEKS OF THE SEASON WILL FORFEIT OUT OF THE LEAGUE.
2. THE TEAM FORFEITING OUT OF THE LEAGUE WILL NOT BE REFUNDED ANY MONEY THAT WAS PAID INTO THE LEAGUE. THIS MONEY WILL REMAIN IN THE PRIZE FUND AND BE DISTRIBUTED TO THE REMAINING TEAMS AT THE END OF THE SEASON. THE FORFEITING TEAM WILL BE REMOVED FROM THE LEAGUE AND ALL PREVIOUS MATCHES PLAYED AGAINST THE FORFEITING TEAM WILL BE DELETED AND TREATED AS A BYE. ANY PLAYER FEES PAID BY THE OPPOSING TEAMS FOR DELETED MATCHES WILL BE REFUNDED AT THE END OF THE SEASON. IF IT IS A REMOTE LEAGUE THEN YOU WILL BE SUBJECT TO BEING EXPELLED FOR ONE (1) YEAR FROM REMOTE LEAGUES, DEDUCTED 26 PRP POINTS AND BE REQUIRED TO PAY A DEPOSIT OF \$100 WHEN YOU ARE ELIGIBLE TO PLAY IN ANOTHER REMOTE LEAGUE.
3. ANY TEAM THAT FORFEITS OUT OF THE LEAGUE WILL NOT BE ENTITLED TO PARTICIPATE AT THE BANQUET AT THE END OF THE SEASON.

TEAM REPLACEMENT

1. IF A TEAM DROPS FROM THE LEAGUE BEFORE THEY HAVE FORFEITED THREE TIMES, THE LOCATION HAS THE PREROGATIVE TO REPLACE THAT TEAM WITH OTHER PLAYERS. A MISSED MATCH WILL BECOME A FORFEIT. IF THE TEAM BEING REPLACED ALREADY HAS ONE (1) FORFEIT, THAT FORFEIT WILL STAND. THREE (3) FORFEITS WILL RESULT IN EXPULSION FROM THE LEAGUE.
2. IF THE LOCATION IS NOT ABLE TO FIND REPLACEMENTS FOR A TEAM DROPPING FROM THE LEAGUE, ANOTHER LOCATION MAY PUT ANOTHER TEAM INTO THAT SPOT AS LONG AS IT IS DONE WITHIN TWO (2) WEEKS AND PROVIDING THE AVAILABILITY OF BOARDS AND THAT IT DOES NOT CAUSE A SCHEDULING CONFLICT. A MISSED MATCH IN THIS CASE CAN BE MADE UP.

GOVERNING BOARD

1. A GOVERNING BOARD MAY BE ESTABLISHED FOR EACH LEAGUE. THE BOARD WILL CONSIST OF A CAPTAIN/REPRESENTATIVE FROM EACH TEAM INVOLVED IN THE LEAGUE OR ELECTED REPRESENTATIVES. IF A CAPTAIN/REPRESENTATIVE FROM A PARTICULAR TEAM DOES NOT APPEAR AT A PROTEST MEETING, THEY WILL LOSE THEIR VOTE AND ONE WIN POINT.
2. AN OFFICIAL FROM THE J & J VENTURES AMUSEMENTS' LEAGUE DEPARTMENT WILL BE PRESENT TO PROVIDE A CORRECT INTERPRETATION OF THE LEAGUE RULES. THIS PERSON WILL HAVE NO VOTE.
3. ALL PROTESTS, CONDUCT CHARGES AND MISCELLANEOUS GRAY AREA CHARGES WILL BE DEALT WITH BY THE GOVERNING BOARD.

4. A PROTEST THAT IS CLEARLY DEFINED IN THE RULES WILL BE DEALT WITH ACCORDING TO THE RULES AND NOT BY THE GOVERNING BOARD.
5. TO CANCEL A PROTEST, THE TEAM CAPTAIN MUST NOTIFY THE J & J VENTURES AMUSEMENTS' LEAGUE DEPARTMENT FORTY-EIGHT (48) HOURS PRIOR TO THE PROTEST MEETING.

PROTEST PROCEDURE

1. **ONCE AN ENTIRE MATCH IS PLAYED IT BECOMES OFFICIAL. NO PROTEST CAN BE MADE AFTER THE MATCH HAS BEEN PLAYED UNLESS THE PROTEST IS DUE TO AN ILLEGAL PLAYER. IF YOU HAVE A PROTEST, DO NOT PLAY THE MATCH.** IF THE PROBLEM OCCURS AFTER THE MATCH HAS STARTED AND IT CANNOT BE WORKED OUT BETWEEN THE TWO TEAM CAPTAINS, DO NOT CONTINUE THE MATCH. ANY GAMES ALREADY SHOT WILL STAND.
2. ONLY THE TEAM CAPTAIN HAS THE AUTHORITY TO PROTEST.
3. A PROTEST MUST BE GIVEN TO THE LEAGUE DEPARTMENT IN WRITING WITHIN FORTY-EIGHT (48) HOURS AFTER THE SCHEDULED MATCH. A \$20.00 PROTEST FEE MUST ACCOMPANY THE WRITTEN PROTEST. IF NO FEE IS PAID, NO ACTION WILL BE TAKEN.
4. A PROTEST MEETING WILL THEN BE SCHEDULED AND THE GOVERNING BOARD WILL HEAR THE PROTEST. ALL MEMBERS OF THE GOVERNING BOARD ARE REQUIRED TO ATTEND THE PROTEST MEETING OR LOSE ONE (1) WIN POINT.
5. THE TEAM BEING PROTESTED AGAINST MUST ALSO PAY A \$20.00 PROTEST FEE. IF FEE IS NOT PAID, A RULING IN FAVOR OF THE PROTESTING TEAM WILL OCCUR.
6. BOTH TEAMS WILL PRESENT THEIR SIDE TO THE GOVERNING BOARD AND A VOTE WILL BE CALLED UPON AS TO THE ACTION THAT WILL BE TAKEN.
7. THE TEAM THAT WINS THE PROTEST WILL HAVE THEIR \$20.00 FEE REFUNDED. THE OTHER TEAM'S FEE WILL BE ADDED TO THE LEAGUE'S PRIZE FUND.
8. THE GOVERNING BOARD WILL DISREGARD ANY PROTEST THAT IS NOT PROPERLY PRESENTED.

PENALTIES

1. THE USE OF A NEW PLAYER/SUB IN THE LAST FOUR WEEKS OF THE SEASON MUST BE EQUAL TO OR LESSER THAN THE PERSON THEY ARE REPLACING OR IT WILL RESULT IN THE LOSS OF ALL GAMES THE ILLEGAL PLAYER PARTICIPATED IN.
2. THE USE OF A PLAYER THAT IS UNDER TWENTY-ONE (21) YEARS OF AGE WILL RESULT IN THE LOSS OF ALL GAMES THE ILLEGAL PLAYER PARTICIPATED IN.
3. THE USE OF A PLAYER WHOSE SKILL LEVEL IS ABOVE THE INDIVIDUAL CAP OR WILL CAUSE THE TEAM TO EXCEED THE TEAM CAP, WILL RESULT IN THE LOSS OF ALL GAMES THAT THE ILLEGAL PLAYER PARTICIPATED IN.

HANDICAP LEAGUES

1. ALL NEW PLAYERS (SUBS) TO THE LEAGUE COME IN WITH 2.0 MPR AND 20.0 PPD FOR MEN AND 1.6 MPR AND 16.0 PPD FOR WOMEN IF THEY HAVE NOT PLAYED IN ANY LEAGUE BEFORE. AFTER THE FIRST NIGHT THEY SHOOT, AN AVERAGE WILL BE ESTABLISHED AND A HANDICAP WILL BE GIVEN. J AND J VENTURES AMUSEMENTS RESERVES THE RIGHT TO ASSIGN A MPR OR A PPD TO ANYONE THAT HAS NOT PLAYED IN OUR LEAGUE SYSTEM BUT HAS KNOWN ABILITY OR STATS IN OTHER LEAGUES.
2. IT IS POSSIBLE TO START A NEW SEASON WITH A HANDICAP ON THE FIRST NIGHT OF THE NEW LEAGUE. AT THE END OF EACH SEASON, ALL PLAYER AVERAGES WILL BE COMMITTED TO A HISTORY FILE FOR LATER USE.
3. IF A PLAYER WHO HAS AN ESTABLISHED AVERAGE IS GOING TO SUB OR JOIN A LEAGUE AFTER IT HAS STARTED, THEY MAY CALL THE LEAGUE DEPARTMENT TO NOTIFY US OF THEIR INTENTION TO SHOOT. WE CAN THEN UPLOAD THEIR STATS INTO THE NEW LEAGUE FOR HANDICAP PURPOSES. IF YOU CAN NOT CONTACT THE LEAGUE DEPARTMENT THEN THE ROLLING 18 MONTH AVERAGE FROM WWW.DARTSTOC.COM SHOULD BE USED.
4. ON FORFEIT/BYES, TEAM POINTS ARE AWARDED. PLAYER AVERAGES WILL NOT BE AFFECTED.
5. PLAYERS MAY CALL THE LEAGUE DIRECTOR DURING BUSINESS HOURS TO CHECK STATS OR AVERAGES. **DO NOT CALL THE OFFICE AFTER 5:00 REGARDING AVERAGES BECAUSE YOU WILL GET THE ANSWERING SERVICE AND THEY WILL HAVE NO ACCESS TO THAT INFORMATION.**
6. TEAM CAPTAINS PLAYING IN CAPPED LEAGUES ARE RESPONSIBLE FOR MAKING SURE THE PLAYERS' AVERAGES AND TEAM CAPS ARE NOT EXCEEDED. IF CAPS ARE EXCEEDED, THE PENALTY IS LOSS OF ALL GAMES PLAYED BY THE PLAYER WITH THE HIGHEST AVERAGE

DESCRIPTION OF LEAGUES

1. OPEN LEAGUE: PLAYERS OF ANY SKILL LEVEL BEING EITHER MALE OR FEMALE.
2. MIXED LEAGUE: MUST HAVE A MIXTURE OF MALES AND FEMALES.
3. HANDICAP LEAGUE: LEAGUES USING EITHER THE SPOT DART OR POINTS OFF HANDICAP.
4. REMOTE LEAGUES: LEAGUES THAT ARE PLAYED ON A GALAXY 3 OVER THE INTERNET AGAINST OTHER TEAMS IN A DIFFERENT LOCATION.
5. DOUBLE-IN DOUBLE-OUT LEAGUES: IN THIS TYPE OF LEAGUE YOU CAN NOT USE THE BULL TO GET IN OR TAKE OUT A GAME.
6. DOUBLE-IN DOUBLE-OUT SPLIT BULL LEAGUES: IN THIS TYPE OF LEAGUE YOU CAN USE THE BULL TO GET IN OR TAKE OUT A GAME. IN THIS GAME THE INNER BULL IS WORTH 50 AND THE OUTER BULL IS WORTH 25 AND YOU MUST HIT THE DOUBLE BULL TO GET IN OR TAKE OUT.