



(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 banned 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 eighteen will be allowed to play in J & J Amusements dart leagues. if the player is under twenty-one, they must follow the local laws and bar regulations. if an establishment does not allow eighteen or if the league will run past the allotted time the 18-year-old is allowed to be there then that team must find a sub. 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 allowed, foul or abusive language will not be allowed, 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 banned 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 Amusements league department will investigate complaints of player conduct. depending on the severity of his or her conduct infraction, a player may be banned for that season from the league for one infraction, a player with three infractions will be banned 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 two 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 ninety-six 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. if someone is breaking the rule then a warning must be issued first. if it continues then 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, then league department needs to be contacted. after a review then it may be determined that they lose the 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.”
5. Shooters advantage rule for in person play: any dart that sticks in the board but does not register that segment will be manually scored upon agreement by both players/team captains. a dart that flights a beneficial mark on the way in but sticks in another segment will not be manually un-scored. if darts are removed, play continues, and the score remains the same. you may pass any or all your darts for your turn. the dart board is always right if both team captains are not in agreement over a scoring issue!! 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.
6. Remote rules for miss scored darts: 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 your darts for your turn. the score given by the dart machine is the final score unless agreed upon by both captains. the dart board is always right if both team captains are not in agreement over a scoring issue!! 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.

### **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. All team members must put all league money into the board before the start of the match or they do not play.

### **Scheduling**

1. The schedules will appear on our website and the dartboard screens of the locations involved in that 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 to obtain any other information helpful to reach the opposing team captain to reschedule. **The league department must be notified as to the date of a rescheduled match,** make up games must be completed before or on the scheduled make up week match, or if using a position round before that position round with the exception of the last 2 weeks of the season, which is only one week after the end of the league. No team may carry more than three make up matches at a time unless approved by league department. If they do, they are subject to being forfeited out 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. The team that grants the reschedule will give the opposing team a choice of 3 dates to pick from. The opposing team must play on one of the dates given or it will be a forfeit.
4. If an accident, bad weather, or extenuating 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.
5. Byes do not have to be paid 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 fourperson).
2. Any player may be used, provided such player has not played for any other team in the same league during the current season, in some areas there may be a floating sub. This will have to be approved by the league and league department. 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 penalty 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, etc.). 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 20-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 20 minutes and arrange with opposing team captain to start later than 20 minutes 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 forfeit through the dartboard paying all league fees and is then required to call the league department the following morning so that the league office can verify the forfeit. **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 beginning of the match the captain will have to decide whether 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 arrival 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 one original player.
5. A match consists of x number of games depending on format decided upon at the start-up meeting.
6. 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 all new sub/player are entitled to handicap points/spot darts if shooting in a handicap league. they are entitled to handicap on their first night of play. the website [www.nado.net](http://www.nado.net) 18 month rolling average can be used when determining an average on league night.
7. **Sanction fee:** there is a once-a-year National Dart Association sanctioning fee of \$10.00 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 NDA tournament in Las Vegas. There may also be state sanction and NADO 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.
2. **"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. 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 opponent's closes the number, count as segment value (single, double and triple).

3. 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.

4. "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 managed 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).**
5. If a player is going to be late for the match they are permitted to shoot in their next designated turn if **their name was entered at match setup**. the match should be started, and that player is skipped without any marks until arrival, 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's 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 night's 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 warmup 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 twenty (20) minutes or later 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 forfeited 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 forfeited match.

2. Any team that receives a forfeit must call the league department and explain who and why they are forfeiting. the league department will, after determining that the team is indeed entitled to a forfeit, will approve the forfeited 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 corrected and treated as all wins for the opposing teams. If teams still have matches against that team, they should forfeit them in the board when they are scheduled to play that teams. if it is a remote league then you will be subject to being expelled for one (1) year from remote leagues, deduct 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 eligible 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 option 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 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 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 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. a protest must be presented to the league department in writing within forty-eight (48) hours after the scheduled match. a fifty-dollar \$50.00 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.
5. Both teams will present their side to the governing board, a vote will be called upon as to the action that will be taken.
6. The team that requested the protest and wins, they will have their \$50.00 fee refunded. If they lose it will be added to the league's prize fund.
7. The governing board will disregard any protest that is not presented properly.

## Handicap Leagues

1. All new players (subs) to the league come in with 2.0 mpr and 20.0 ppd for men and 1.5 mpr and 15.0 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 & J 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 cannot contact the league department then the rolling 18-month average from [www.nado.net](http://www.nado.net) should be used.
4. On forfeit/byes, team points are awarded seventy five percent 75 %. 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 team exceeding the cap.

## 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 three over the internet against other teams in a different location.
5. Double-in Double-out Leagues: in this type of league, you cannot 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 fifty and the outer bull is worth twenty-five and you must hit the double bull to get in or take out.

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