

# Racine Amusement Dart League Captains Guidelines/Rules

Common sense and good sportsmanship are to be used to cover any questions that may arise during a match and not covered explicitly in these rules. The rules are set as a guideline to help the players solve any problems that may arise during a league match.

## Team and Sponsor

1. A team consists of 4 rostered players and up to 3 rostered subs. Seven rostered players maximum at one time. Couples leagues only are allowed 8 rostered players.
2. A team may not change sponsors unless the current sponsor changes hands, closes, or no longer provides phone/internet service for league stats retrieval. (See 2A). A new sponsor must be cleared with the league secretary.
  - A. Any bar that does not have phone/internet service for league stats retrieval will not be eligible to have dart teams until the service is provided. If the service is terminated during the league season, the bar has 2 weeks to get it hooked backed up or their dart teams may move to another bar for the rest of the league season, or the team can drop out and forfeit all prize money.
3. Your team must be set on the first night of play. **No new players may be added at the board or to your roster the last 6 weeks of league.**
4. Players may use their own darts as long as they do not exceed 8 inches in length and do not exceed 20 grams in weight. Bar darts will be provided at each location.
- 5. All shooters must be 21 years old (legal drinking age). NO EXCEPTIONS.**
6. Each bar is not required to buy a drink on the house..... the decision is up to the bar to extend this courtesy. **Please don't abuse it by ordering an expensive drink.**

## General Rules

1. The 301 games will be open in open out with a final tie-breaking game of team 501 open in open out. Cricket games will be Cricket 200 with a tie breaking game of Team Cricket.
2. Starting times are 7:30 P.M. for 301 and Cricket leagues, 1:30 P.M. for Sunday Afternoon Couples Combo, 4pm for Saturday Bi-Weekly Combo. Teams are allowed a 15 minute grace period before any games are

forfeited.

3. Men may not play in a womens league. In couples leagues, male must sub for male and female must sub for female. In an “open” league, gender does not matter.

4. The 4 players that start a match must be the ones that finish that match. 5.

You may add players at the dart machine at any time. When you add a player at the machine, this puts that player as a temporary sub and does not add them to your roster. The league secretary will add these players to your roster if there is room. If you already have 7 players (8 in couples leagues) on your roster, you will need to notify Racine Amusement who you are dropping and adding to your roster. If you don't notify Racine Amusement or don't want to roster the player you added at the dart machine, that player will remain as a temporary player and will not receive handicap. If you add someone at the board, put in the persons full name...no nicknames. 6. You may not be on more than one roster in the same league at the same time. A rostered player can not sub for another team in the same league. 7. Any team who signs up a player under a false name in order to get in a lower league will not be allowed to play and will forfeit all games for the match that person plays in. Any team that has a player shoot under another rostered players name in order to use their handicap will forfeit that match. **Schedule**

1. All schedules can be viewed on the dart machine under the option “League Schedules”. Messages from the league secretary can also be viewed on the same screen. Periodically check this screen to see if there have been any schedule changes and for important messages concerning deadlines, etc.
2. The Friday Couples league will be every other week (bi-weekly), schedule permitting.
3. If a team drops out after league has started, the league secretary will decide how it will be handled depending on the situation.
4. If a league has more than one Bye because of teams dropping out, a new schedule will be made at the end of that round of play.

### **Re-Scheduling**

1. In case of extenuating circumstances, play can be re-scheduled if team makes arrangements 24 hours before the scheduled match. ***League secretary must be notified!*** Matches that have been re-scheduled must be played within 3 weeks. No re-scheduled matches can be played after the end of the league season. **A team may not re-schedule more than 2 matches in a league season. After 2 reschedules you must forfeit. (See Forfeit section for fines)**

### **Forfeits**

1. To put a forfeit into the dart machine, go into “League Play” just like you were going to actually play. Put in your team for home and visiting team and follow the machines instructions. You must put in your \$14 dues to get credit for forfeit wins. The score for a forfeit will match the high score for that league on that night. Example: The best score in the league for that night is 9-4. The forfeit score for winning team will then be 9-4, not 13-0. The forfeiting team score will be 0 – 0.
2. **Any team that forfeits 3 times during the league season will forfeit all prize money for the entire season and be dropped from the league. *With having 7 rostered players and the option of adding a player at the dart machine, there should be no reason to forfeit or re-schedule!***
3. **Teams that forfeit will be fined \$25 for the 1<sup>st</sup> forfeit, \$50 for 2<sup>nd</sup> forfeit, 3rd forfeit your team is dropped. A forfeit during the last 6 weeks of league is a \$50 fine. Fines are deducted from your prize money.**
4. **Any team asking another team to forfeit to help that team place higher in the standings will be dropped from the league and forfeit all prize money and not be allowed in any Racine Amusement dart league for 2 years. Any team that agrees to forfeit for another team for this reason, will also be dropped and forfeit all prize money.**

### **Rules of Play**

1. All players must stand with both feet no closer than the front edge of the throw line.
2. You may pass any or all darts for your turn.
3. All leagues are handicap leagues, using the spot point/mark system.
4. The first night of league play, handicap will be used. Your average from the previous league you played in (fall or summer) will be used to determine your handicap. For the remainder of league, players will not have handicap the 1<sup>st</sup> time they play.
5. If you play against an unranked team (example: there is a Bye in the league or all new players with no averages) you can not use your spot points/marks against the unranked team. If you use your handicap against an unranked team, your team will forfeit all games for that match.
6. It is each players responsibility to see that the machine is displaying the correct name prior to throwing darts. If you throw and score on the wrong name you must advance to your name and throw your remaining darts (Example: throw 1 dart on wrong name, advance to your name and throw 2 darts) If all 3 darts are thrown on the wrong player name you must then skip your turn for that round of the game. The only time the up button can be

used to erase a dart thrown and scored, is if the player before you doesn't pull their darts out in time and it scores on the next player.

7. The "freeze rule" applies. This means that for a player to go out, their partners score must be less than the 2 opponents scores combined. If a player goes out by mistake (partner has too many points) the win is awarded to the opposing team. This is a team win only.... no individual credit for the win. 8. You may go out on a tie.

9. If a player busts while achieving a feat (hat trick, ton, etc.) that feat will not count.

10. The dart machine is always right. If the machine is not operating correctly, the 2 team captains can decide to play as is, call a repairman, or play the games at another time. This kind of re-schedule will not count against your team but the time limit still applies.

A. Dart thrown and no score given, stays as no score for that dart unless it is the winning dart. For example, if you need 15 to go out and you hit the 15 and it sticks and is clearly in the correct number but does not register, you may push in the dart to make it register. If you need 15 to go out and you clearly hit the 15 and it sticks but scores 11, it stays as is. You may NOT push in a dart unless it is the game winning dart

B. In the event the machine malfunctions during a game and the stats are lost when repairing, the entire match does not need to be re-played. The league secretary will add both teams wins and losses to the standings.....no individual stats.

**11. If your team is protesting a match, the league secretary must be notified within 24 hours of the match in question. Later than that, the games stay as played. You can not protest a match you did not play in.**

12. Players pay for the games plus \$3.50 per player for league dues each week.

### **Weather**

In case of bad weather the 2 team captains can decide together if the 2 teams want to play or re-schedule. League policy is that league always plays. Do not play if you feel the weather is not safe. The rule about re-scheduling does not apply to weather related re-scheduled matches, however the time limit does apply. It still has to be played within 3 weeks and none allowed after the end of the league season.

### **Sportsmanship**

Excessive yelling to distract players and advice from non-league spectators is not

allowed. If a player “tilts” the dart machine due to abuse, that game will be a forfeit.

### **Banquet and Tournament**

Tournament entry and wristband orders are submitted on the website. You can not get into the hall without a wristband on the day of the banquet. This means that if you intend on playing in the tournament on banquet day, you need to purchase a wristband to get in the door. This includes spectators. Each team is allowed a maximum of 16 wristbands.....7 players, 7 guests, 2 sponsors. Players listed on the standings under

“Team: Subs” are not eligible for trophies, tournament entry, or the banquet. You must play at least 8 weeks in one league to be eligible for tournament play. You must play at least 3 weeks in one league to get a trophy.

### **Summer Leagues**

All rules apply except the section for the banquet and tournament. No pins given in summer leagues.

**Racine Amusement Inc.**

**(262)637-5774**

**Racine Amusement will have final say in all matters.**