

Troy Vending Dart League Rules

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A. League Fees and Start Time

- 1) Every player becomes a member of the National Dart Association (NDA) and is required to pay a **\$7.00 sanction fee**. This fee is only paid once per year, no matter how many leagues you may join throughout the year. The sanctioning year runs from September 1st through August 31st. Dues are collected during the July through September seasons. Membership entitles all players to the "Throw Lines" magazine, membership pin and card, and the opportunity to compete in the NDA World Tournament held in Las Vegas and other regional events. A complete address must be provided to receive the "Throw Lines" magazine.
- 2) All league fees are based on a 12 week league. League fees are \$5.00 per week. (\$60.00 per player) League fees still need to be paid if you are scheduled against a bye or if you declare a forfeit.
- 3) **LEAGUE FEES PAYMENT RULE:** Any team that has not paid at least **40%** of their league fees by the mid-season point will receive **one warning** along with a **one week** grace period to pay this amount. If the amount is not paid within this time period, the team will not receive any wins until the amount is paid. Any team that has not paid at least **80%** of their league fees by the end of the league will not be eligible for any team or individual awards. This will also void the team scores and player statistics for **sanctioning purposes and NDA tournament qualifications**. If these players are placed on the probation list, they will be required to prepay 25% of the league fees to be allowed to play in future Troy Vending leagues and tournaments. If circumstances warrant, you must call the league director to make alternative payment arrangements.
- 4) Prize money payouts are based on the number of weeks and the number of teams in your league.
- 5) Players must have permission from the league office to write checks. Checks may only be written for the maximum amount of the league fees (\$20.00 per team). There will be a \$20.00 service charge for returned checks. If more than one check has been returned, that player will not be allowed to play until all checks and fees are paid. This also applies to any returned checks written to locations for league fees. No checks will be accepted for league fees for the last two weeks of the season. No post-dated checks will be accepted.
- 6) Start times: Monday through Thursday leagues is 7:30pm, Sunday league is 6:00pm. There is a fifteen minute grace period for starting times.
- 7) If at least three players are present after the fifteen minute grace period, the match must start.

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B. General Rules

- 1) It is up to the location owner's discretion to serve "team drinks", **it is not mandatory**. All players must be at least 18 years of age to be a NDA sanctioned player. All league players must be 21 years of age or accompanied by their parent or legal guardian. Be prepared to show a proper I.D. This rule complies with the Arizona state liquor law. The location has the right to require their own additional age requirement.
- 2) The front of the throw line is 8 feet from the face of the dart head (or measuring mark on the bottom of the board) and the center hole of the bullseye to the floor is 68 inches. (NDA guidelines) Players may lean or step over the line during their turn as long as their dart hits the board before their foot hits the floor in front of the throw line. If a player throws a dart(s) while standing in front of the line, the opposing captain must notify the player and the captain and issue a warning. Any additional darts thrown in front of the throw line after the warning will result in a foul and loss of

turn for that player. An accidentally dropped dart may be picked up and thrown. Only if a dropped dart occurs when you are in a forward throwing motion, is the dart considered thrown.

3) Maximum dart weight allowed by the NDA is 18 grams.

4) Players may pass any remaining darts at any time. This will not affect the mpr / ppd statistics for that game. The ratings are only affected by actual darts thrown. If the dartboard registers a skipped dart, both teams captains must agree that a skipped dart has occurred before any additional darts are thrown. The captain should return the game to the proper player's score and that player will be allowed to throw the remaining dart(s).

5) It is a foul if a player **manually** scores a dart. That player will lose their next turn. To prevent a manual scored dart, make sure that the remove dart mode has been activated before pulling your darts.

6) All marks or points given by the board are always considered to be correct. ***The only time you can manually score the dart is if the winning dart sticks in the segment and does not score.*** A non-scoring board malfunction cannot cause a loss of game. The winning dart rule must be enforced **before** any additional darts are thrown or the game continues as scored by the dartboard. If a flighted dart occurs, (darts thrown hitting another dart in the board) the points or marks will remain as the board scored it.

7) The automatic handicap mode will not allow too many handicap darts to be thrown if the handicaps are entered correctly before the match.

8) If a dart is thrown and locks up a segment or the board, the opposing captain should pull the dart out or allow the player to do so. If the dart scores, the marks or points remain as scored.

9) It is the responsibility of the **incoming player** to make sure the dart game is on the right score (your name is displayed above your score) before shooting their darts. If a player throws on the wrong score, it is a foul. They must stop immediately and the game is advanced to the correct player position and the player who shot on the wrong score will lose their next turn. If a player begins a game on the wrong score, that position will lose one turn and the correct player then begins to play. This rule must be enforced **before** any additional darts are thrown or the game continues as scheduled.

10) A player winning a game while shooting on the wrong score is a loss of game foul. The opposing team captain must call the foul and make a note on the stat sheet **before** the next game begins or the match continues as scheduled.

11) The four players starting the match must finish the match. Substitute players are not allowed once the match has begun. If a team begins with a missing player and the player shows up late, that player cannot play until the start of their next scheduled game. The absent player's handicap must still be entered before you start the match.

12) In four player leagues, teams must have a minimum of **three** players present in order to start or play a match. In two player leagues, **both** players must present to start or play a match. Remember, there is a fifteen minute grace period, unless the captains agree to wait longer.

13) If a team drops out from the league and creates a bye, all previous match scores from that team and their opponent(s) will be deleted for that round or league. Match scores will be adjusted at the end of one complete round. At this point your win percentage from one complete round or a minimum of 7 wins (which ever is higher) will be added to your standings. If a team drops out or fills a bye, the league director will notify players by phone for two weeks and post it on the standings report. After this time period, any forfeits caused by not receiving these messages, reading the standings or not following a revised schedule will remain a forfeit.

14) ***The objective of any dart league is to enjoy the competition and to have fun.*** Foul language, harassment, or any other unsportsmanlike conduct toward other players, sponsors, or the league director will not be tolerated. You will receive only one warning. After that point the league director will decide whether to suspend the player. Abuse to equipment will not be tolerated. The penalty for player abuse that causes a dartboard to be inoperable for league play will be an automatic **loss of match** for that team. Any repeat reports will result in permanent expulsion from all Troy Vending leagues and tournaments.

15) To help promote and protect the league, the dominant team rule has been designed. The league director will decide if a team winning their division will be placed in the next highest level for the next season. Teams in the highest or a single division that wins first place more than two seasons in a row and deemed to be dominant will not be allowed to play with more than 50% of their original team for the following two seasons. After two complete seasons, the original four players may play together again. A player's mpr or ppd will be used to determine their placement. The league director will make the decision on this issue.

16) A player or team that drops out will be placed on the probation list. Players on this probation list may be required to prepay at least 25% of their league fees before being allowed to play again in a Troy Vending league. A player that owes league dues after a league has been completed will not be allowed to play or sub in any Troy Vending league. They will be considered an illegal player until the past due league fees are paid in full.

17) Playing on other dartboards or any other equipment by team members or other patrons at a location during a match is allowed as long as it does not become a distraction for either team. Do not expect other equipment to be turned off during league play. You should choose your board with this in mind. If there is a problem with other patrons, let the bar owner or bartender handle the situation. These are not protestable situations.

18) All matches must be played according to the league schedule. If a match is played at a different location other than the one scheduled, both teams will receive a forfeit. Only the league director can allow a match to be moved. **League Policy:** Once a league has begun, teams cannot change locations without the approval of the location owner and Troy Vending.

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C. Scorekeeping

- 1) The home team is responsible for providing and filling out the envelope (first and last names) for the league play.
- 2) Both captains must verify the payment of league fees and accuracy before sealing and signing the envelope. Both captains should be present when the envelope is placed into the mail slot on the dartboard. Double check to make sure that the envelope falls completely into the dartboard. Remember that the home team is responsible for any lost or misplaced envelopes, including all the money. If the envelope does not fit, leave it with the location owner or bartender and notify the league director so it can be picked up the following day.
- 3) During league play mode, the dartboard does not have any round limits for games.

D. Dart Board Service

- 1) If the dartboard resets itself due to power failure or by accident, the game which was in progress, will start over once power is restored. The Galaxy game will start over with zero points, the Galaxy II and Black Widows game will return to the exact point (score and marks) when the power was lost. All previous game scores and stats will be saved. If the power failure is caused by player abuse, that team will lose the game.
- 2) If the dart game needs service, both captains need to agree that the dartboard is not playable. At this point, play must be stopped and the captains need to call for service at (602) 265-0178. Results of games started or played after the service department is called will be final. The team captains should decide whether to wait for repairs to be finished or schedule a make-up match. You must notify the league director of the date for the make-up match.

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E. Handicap System

- 1) The spot dart handicapping system is used to help equalize the players within each skill level by having a set number of darts each player will shoot in the first round. (possibly second round) Player handicaps are based on your individual ranking within that league. The league rankings are updated and posted each week. Players will be ranked on their mpr (marks per round) in cricket leagues and ppd (points per dart) in 301 and 501 leagues. Combo leagues will have separate rankings and handicaps for Cricket, 301 and 501. The handicaps will be listed under Hcp on the weekly standings.
- 2) Depending on the overall skill, the average skill level breakdown is approximately 15% of the players fall into the 1 range, 30% in the 2 range, 35% in the 3 range and the remaining 20% will fall into the 0 and 4 range. The spot dart handicaps each game are based off the lowest player (highest handicap number) throwing 3 darts per round. Depending on the players involved, the number of handicap darts a player receives may vary from game to game.
- 4) You must program the handicaps after you insert your team card. The board automatically determines the difference of each handicap and only allows the actual number of darts to be thrown. Once the game begins, the monitor shows how many darts you are allowed to throw.
- 5) The spot dart handicaps are used for all games, including the team game.
- 6) If your standings are not available for league play, ask the location owner or bartender. If the

standings are still not available, then call the league director. This is the responsibility of both team captains. If the match is played with the wrong handicaps, the results will be final.

NOTE: If you notice that the wrong handicaps are entered during the first game, restart the league match by turning off the board and follow the instructions on the monitor. Then you may reset the handicaps and restart the match. If the second game is already in progress you cannot restart the match.

- 7) All first week matches are played with no handicaps. The first week matches will be seeded according to your team mpr to help equalize these matches as much as possible. Handicaps will begin the second week of play. If you play a team the second week that did not play the first week (no handicaps), **both teams** will play the match with no handicaps.
- 8) If a first week match has to be rescheduled for a later date, both teams will use their most recent handicaps when they play the match.

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F. Roster Sheets and Regular Team Members

- 1) Roster sheets must be completely filled out before the season begins. First and last names along with phone numbers are very important. Teams with partial rosters may be placed in an upper skill level due to this. Individual stats for players with no last name will be posted for two weeks, after that time they will be deleted unless the league office is notified of the player's last name.
- 2) Any player found to be using a false name will cause the team to forfeit all games played for that match. The opposing captain has the right to ask for proper I.D. The captain must notify the league director immediately if there is a problem.
- 3) After the fourth week of play, the rosters are considered to be established. The regular team members are considered to be the original players on the roster sheet or the players with the majority of games played at this time. If there are any changes on your roster, you should contact the league director with the changes.
- 4) Four player teams may carry a maximum of four regular players and four substitute players on your team roster at any time. Two player teams have the same guidelines, a maximum of two regular players and two substitute players. The league director must approve of any roster changes to ensure the player(s) are a legal replacement. Any player that is deleted from the league will lose their handicap rating and will have to re-establish their handicap rating if they play again.
- 5) No regular team member roster changes will be allowed during the final four weeks of the season without the approval of league director.
- 6) Any player replacement on your roster is subject to the same guidelines as the substitute rules below.

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G. Substitute Players

- 1) These substitution rules are used to ensure fair play and good sportsmanship for all players. The league director must be contacted (in person or phone) of a player challenge concerning an illegal substitute within 24 hours of the match. If there is a question before the match begins, call the league director to receive confirmation of a known substitute. The full protest procedure is not required to lodge an illegal player challenge, but you must contact the league director within the 24 hour time period. The league director will determine if the substitute was a legal player. The league director must approve of substitute players used for the first week of league to ensure the team is not over the team or player cap.
- 2) After the first week, substitute players must be of a comparable skill level. In Cricket leagues, the substitute player cannot be more than **0.35** of a point (mpr) higher than the regular team member. In 301/501 leagues, the substitute player can not be more than **3.0** points (ppd) higher than the regular team player. Only Troy Vending league statistics or statistics from a legitimate, properly calculated NDA sanctioned league (within 1 year and 24 game minimum) will be accepted. If the substitute player has no league statistics to refer to, the match statistics will be used. If a player has multiple league rankings, the highest ranking will be used.
- 3) If a player cap is used for league guidelines, it will also be used for substitute players. Example: If a 3.00 mpr player cap is used for cricket, the substitute player's rating cannot be higher than the cap even though their rating is within the 0.35 of a point limit.
- 4) The penalty for a illegal player in 4 player leagues is the loss of all games the illegal player

participated in. (including the team game) For doubles leagues the penalty is loss of 50% of the games. (not including the team game)

5) If a captain ignores the league director decision about a illegal player and continues to use the illegal player against other teams, that team will face expulsion from the league and all monies will be forfeited.

6) A regular team member from one team cannot be used as a substitute player on another team within the same league. However, a substitute player from one team can substitute for another team within that league. The substitute player's handicap may be used if the handicap is from the same current league. Handicaps cannot be carried over from other leagues or divisions.

7) If a regular team member is present at the beginning of the match, they must play. If they do not, the substitute player will be considered an illegal player. The captain must notify the league director if a player is going to be present and cannot play for whatever reason.

8) All substitute players with no handicap ratings will enter the league as a 1 handicap.

9) **During the final four weeks of the season**, a substitute player's mpr or ppd ratings cannot be more than **.15 (mpr) or 1.0 (ppd)** higher than the regular team member they are replacing. The league director must approve of any substitute player with no statistics, which is used during the final four weeks of the season.

10) If you have a substitute player(s) listed on your team roster, this does not mean that this player automatically may substitute for anyone on your team. They must still meet the substitute guidelines of 0.35 of a point (mpr) in cricket and 3.0 points (ppd) in 301/501.

11) Any player not allowed into a league location (86'd) will have to find a substitute for that night or receive permission from the location owner to play.

12) If a captain allows an illegal player to play, both captains must state this and sign the back of the score sheet. This must be done before the match begins. All protest or challenge rights will then be waived. **(see forfeit rule I.3 below)**

13) A four player team is allowed to have a maximum of two substitute players in per match, while a two player team is allowed to have a maximum of one substitute player per match.

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H. Captain's Duties

- 1) Provide the correct score sheet, envelope, and league statistics. Do the scorekeeping duties and collection of league fees. The home team captain is also responsible for collecting the visiting team's league fees. Finally, signing the envelope and deposit it into the dartboard slot.
- 2) Check the weekly standings for all players' handicaps. Inform your team members where they are playing and what their handicaps are each week.
- 3) Read the rules and explain them to your players. These rules are for your benefit. Every season there are updates and changes. If you have any questions pertaining to the rules, call the league director.
- 4) Provide a current phone number or contact for the league office. Be responsible for your player's actions. Try to settle any disputes or problems between players.
- 5) Inform the league director of any problems such as substitute players, balance due for league fees or make-up games.
- 6) If you need to update your player card, place it in your league envelope. Call the league director the next day so the card can be picked up. Make arrangements after it has been updated so it can be picked up before the next weeks match.
- 7) Always promote good sportsmanship among your players.

I. Forfeits

- 1) Most forfeits can be avoided with a little patience and common courtesy.
- 2) In 13 game leagues, the team receiving the forfeit will be given a **9 - 4** winning score, their winning percentage or the forfeiting team's losing percentage. (whichever is greater) The forfeiting team will receive **0** wins. In 11 game leagues, the team receiving the forfeit will be given a minimum of **8 - 3** winning score, their winning percentage or the forfeiting team's losing percentage. (whichever is higher)
- 3) For a forfeit in the final two weeks, the league director will determine the number of wins given to the team receiving the forfeit so final league standings are affected as little as possible by a forfeit. (based on both team's winning percentage and previous match scores) This rule also applies to a illegal substitute used the final two weeks.

- 4) After the 15 minute grace period, the team that is present may claim a forfeit. After the 15 minute grace period, the captain of the team that is present should decide to play the match, call a forfeit or reschedule the match at a later date. If circumstances warrant, the forfeiting team will be charged a \$20.00 forfeit fee.
- 5) A team that forfeits two weeks in a row, or a total of three forfeits in a season will be dropped from the league, lose all monies and be ineligible for any individual or team awards. This will create a bye and all previous match scores will be deleted.
- 6) A team forfeiting a match during the last two weeks of a season will be charged a \$40.00 forfeit fee and will be ineligible for any individual or team awards. All players will be placed on a probation list. The team that was present will have their score adjusted by the league director. (based on the forfeiting team and their like competition record) Every effort will be made so the final two weeks of the league is not effected by a forfeit.
- 7) Any team which leaves a location while the match is in progress will forfeit all remaining games.

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J. Rescheduling

- 1) First week matches not played: The league director will decide if a first week match will be a make-up or a forfeit if circumstances warrant. The make-up match must take place at the original scheduled location and must be played within two weeks. If not, the league director will schedule the match. It will be a forfeit if either team does not show up.
- 2) For the remainder of the season, if the captain of the team needing to reschedule contacts the opposing team captain 24 hours or more in advance, they will not lose their home location rights. Anything less than 24 hours and the team will lose their home location rights. If you need a phone number for a team captain, call the league office between 9:00am through 3:00pm Monday through Friday. All make-up matches must be played within two weeks of the original date.
- 3) ***ALL MAKE-UP MATCHES: The captain that agrees to a make-up match must provide a date and time within 24 hours of the original match to the opposing captain and then call the league director with the information. The date and time must be within a 2 week time period of the original match date. If the match results are not turned in to the league office by the end of that 2 week time period, it will be scored as a automatic forfeit against the team that requested the reschedule.***
- 4) If extenuating circumstances prevent the match, you must call the league director as soon as possible so a decision can be made.
- 5) No make-up matches will be allowed during the last two weeks of the league without the approval by the league director if there are extenuating circumstances.
- 6) ***Under no circumstances*** can a make-up match be scheduled or played once the season is over. Any match not played by the end of the season will be scored a forfeit.
- 7) As a courtesy to the other teams in the league, multiple make-up matches will not be allowed without the approval of the league director. ***PENALTY FOR DISREGARDING THIS RULE:*** Teams will have a 48 hour time period to play the match before the forfeit rule goes into effect.
- 8) ***Remember***, there are ***no guaranteed*** make-up matches. It is the opposing team captain's option, so be prepared to use substitute players. ***CAPTAINS MUST NOTIFY THE LEAGUE OFFICE OF ALL RESCHEDULED MATCHES!*** If not, the match results cannot be considered accurate.

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K. Protests

- 1) Most protests can be avoided. The captains should be able to reach an agreement at the time that the problem occurs.
- 2) A dispute that requires a protest must be handled at the time that it occurs. You must stop play if the problem warrants and call the league director. If the teams continue league play without notifying the league director, the protest will not be considered. A protest that needs to be handled the following day will be reviewed and voted upon. The league director along with a players committee will vote. All decisions will be final.
- 3) A protest will require a \$20.00 protest fee along with a written explanation of the protest. Both captains must sign the explanation and include their daytime phone numbers. The protest explanation must be brought to the league director's attention within 24 hours. Without these

conditions, the protest will not be accepted.

4) If the protest is won, the \$20.00 will be refunded. If the protest is lost, the \$20.00 will go into the league fund. Only the team captain may lodge a protest. If you have a question or need to find out if your protest is valid, call the league director. Only match circumstances or results may be protested. A league directors decision may not be protested.

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L. Banquet and Awards

1) At the end of the season, a banquet and awards ceremony is held. It will be held two weeks after the last league ends. There will be a tournament with added prize money included in the banquet and awards ceremony.

2) League payouts are based on 100% of the player fees paid in along with additional money added by Troy Vending. All prize money will be issued to the team captain in the form of a personal check. If it is uncertain who the captain is, the check will be made out in the name of the location owner who sponsored the team.

3) All teams, from first to last place will receive prize money. Last place is guaranteed a minimum of \$100.00. (based on a four player team)

4) Sponsor plaques are awarded to first, second, and third place teams. (Or the top 25% of the league) These plaques are to go to the sponsor to display. Individual feat recognition pins and certificates are awarded to players with the "most of" in every feats category. Players must play in a minimum of 80% of the games to be eligible for any award.

5) All ties for first place in the final standings will be played off. All tie-breaker matches must be played within 7 days of the final match. For 1st place playoffs, the head to head record between the two teams will be used to determine the home team. If wins and losses are tied, a coin flip will determine the home team. No substitute player's will be allowed for 1st place playoffs. All other ties within the league will be broken by head-to-head competition. If the total wins are tied, the teams will remain tied. If time restraints do not allow a playoff, the tie will remain.

6) The Top Gun award will be given to the player(s) with the highest marks per round (mpr) or points per dart (ppd) rating in each league. In combo leagues both (mpr) and (ppd) awards will be given away. To qualify for the Top Gun award you must have played in at least 80% of your league matches.

7) You must turn in your player cards the last night of league play in your envelope. If you do not turn your card in, you will be charged **\$20.00** from your prize money to replace the card.

8) Troy Vending reserves the right to withhold monies owed from players to cover league fee shortages that are due in other leagues.

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