

LMC DART LEAGUE RULES

All national playing rules will be followed except as amended, or added to, as follows:

1. Each match will be played according to the machine format. On 3 Player Teams, or higher, if a blind is being used by either team, the last game will be played 2 on 2, ignoring the names shown on the dart game. The team captain of each team will determine which players will play the last game. In mixed leagues the last game must consist of a man and a woman from each team. The shooting order will be woman, man, woman, man.
2. Each team may have up to 8 players on their roster. Once a team reaches 8 players and changes need to be made, the name of the player(s) to be replaced must be called in to the league office, or the new player(s) will be considered to be a substitute. A player may not be added to a team roster if he/she has already played on another team in the same league, in the current season. A player, not ranked in the current Team Captain's Handbook, may not play as a new player in the league after the first half of the season has been completed. Ranked players may not play for the first time in the last 3 weeks of the season. Only players who are listed on the current standings sheet as a sub may play as a substitute in the last 3 weeks of the season. Any player playing for the first time in the league, who is not on the team card, shall be considered to be a substitute, unless the league office is specifically notified. When new players are added to the team roster, all Dart Games in the League will be updated with the new roster. Substitutes may not be a regular player on any other team playing on the same night.
3. The League Fee for each Player is \$3.00 per week, unless a majority of the Team Captains in any League, vote to change it. The Prize Money will be disbursed based on games won, after the actual player trophy cost plus the actual banquet cost, by league, has been deducted. Trophies will be provided for at least 1 team out of every 4 teams in each league. Any team wanting additional trophies may request them at cost, deducted from the team prize money. Unless otherwise notified, the players with the most matches played on teams eligible for trophies will determine which players will receive player trophies. The cost of player trophies more than the number in the regular line-up for the league will be deducted from the prize money for that team, if more trophies are requested. Each team must have \$3.00 times the number of players per team in their envelope each week to avoid deductions for shortages at the end of the season. Any team 3 or more weeks in arrears at the end of the season may have all Prize Money, Trophies, and Banquet Tickets due to them forfeited.
4. Each Player will use their own money to play their games, during League Play.
5. A Regular Player may play for only one team in Leagues playing on the same night in any season. If a player is dropped from a team, he/she may not return during that season. However, players playing as a substitute may play on any team in any league he is eligible to play in, but will not be on the roster of any team.
6. The starting time will be 8:00 PM with a 15-minute grace period except on Sunday when the starting time will be 5:00 PM with a 15-minute grace period, unless changed by a majority vote of the Team Captains. If a team does not have at least one half of their regular players present by the expiration of the 15-minute grace period, the opposing team may enter a forfeit. A 4 player team may play with 1 or 2 players missing. A 2 or 3 player team may play with 1 player missing. In 301, a missing player's score is dropped to 151 over 4 rounds; 40 points in each of the first 3 rounds and 30 points in the 4th round. **In 501, a missing player's score is dropped to 251 over 7 rounds: 40 points in each of the first 5 rounds, 30 points in the 6th round, and 20 points in the 7th round.** In Cricket, a missing player's turn is bypassed. A player arriving late may play any remaining games. He/she cannot enter a game in progress. A substitute named "blind" must be entered at the beginning of league play, and quarters must be entered for the blind players. If a player arrives after play begins, he will play as the "blind", and will receive no individual stats.
5. In any league with weekly matches of 13 weeks or greater, teams will be allowed 2 forfeits. In leagues shorter than 13 weeks, only one forfeit will be allowed. The forfeiting team will have the match treated as all losses. The opposing team will have the match treated as a bye. The opposing team must show up at the right place and at the right time and record the forfeit on the machine. If these procedures are not followed, both teams will receive a bye until the match is made up. Upon forfeiting a 3rd time, or a 2nd time in leagues shorter than 13 weeks, the team will be disqualified from the league and forfeit all money paid to the league. If less than 80% of the matches has been completed, all matches played by the team will be backed out, unless there is a point at which the team had played all other teams in the league equally. In that event, the matches will be backed out to that point. If 80% of the matches have been completed, the team winning by forfeit will receive an amount of wins equal to the average of the forfeiting teams' losses, but not less than 7. The forfeiting team will be responsible for paying their weekly league fee. The opposing team will only be responsible for the league fee if they are awarded any wins. When the match is made up, the forfeit will be dropped. If not, the forfeit will stand. **All make up matches must be scheduled and played as soon as possible.** It shall be the responsibility of the Team Captain of the forfeiting team to schedule the makeup match, and notify the League office. All re-scheduled matches must be completed within 1 week of the last regularly scheduled match in the league. The opposing team of a forfeit may not unreasonably refuse to schedule a make-up match. The make-up match will be played at the tavern where the original match was scheduled to be played, unless the **home** team sponsor agrees to allow the match to be played at another location. Teams eligible for trophies must make up all matches, if possible. Teams that cannot agree on a time must play the match at the time designated by the league office, usually on the regular night of play, one week after the end of the season.
6. All leagues that are handicapped will use the procedures described on page three (3) of this handbook. If a player is not ranked, he/she will use the beginning handicap, printed in the Team Captains Handbook, for that league. Once a new player has played in the league, their handicap will be based on the PPD OR MPR shown on the current player standings list. The Team Captain is responsible for entering the proper handicap during the match setup procedure, and verifying the handicaps of the opposing team

players. If the team captains do not agree on the handicap for any player during the setup procedure, the league office should be immediately notified by telephone and the match should be played. If the player is found to have used a handicap that is too low, the games he won will be forfeited. **No protests for improper handicap will be accepted unless a voice mail message is left with the League Office before the start of the match.**

7. The Visiting Team Captain will give the Home Team Captain the League Fees for his team. The Home Team Captain will place all League Fees in the money envelope. After verifying the money, both Team Captains will sign the money envelope, writing the amount paid by each Team on on front. It is up to the Team Captain to distribute the prize money at the end of the season to his team members.
8. Manually scored points, on a player's own score, is a foul and results in loss of next turn, for the player responsible. Manually scored points, on partner's score, is a foul and results in loss of next turn for both players. Manually scored points means points scored by hand, by either touching the dart board or pulling darts out before pushing the player change button.
9. Shooting out of turn, or scoring a dart on your opponent, while pulling out your darts, is not a foul. In these cases, the board is advanced to the proper player and the game is continued normally. If a player shoots one or more darts on an opponent's score and realizes it before throwing all three darts, the game is advanced to his proper # and he throws his remaining darts. If all three darts have been thrown, the game is advanced to the opponents #, and the game continues normally. If partners accidentally start the game in the wrong order, they maintain that order for the remainder of that game.
10. It is each player's responsibility to insure the machine is displaying the correct player and the "THROW DARTS" light is on. If all darts thrown were not counted by the machine at the end of a round, the darts must be scored manually by tapping the catch ring to count the dart with 0 points.
11. Any machine reset, caused by a player's actions, shall result in loss of match, if a player hits or pushes the game in such a way as to reset the game back to the attract mode, or by manually ending the game. All uncompleted games will be forfeited against the team whose player caused the reset.
12. Any machine malfunction shall be dealt with as follows: If the machine does not work and another dart board is available, use it. If no other dart board is available at that location, and repair cannot be completed in a reasonable amount of time, the match may be rescheduled, or the match may be played manually.
13. In the case of a tie for a trophy position, the two team captains may choose to have a playoff match to determine which team will receive trophies, or have both teams receive trophies, with the extra cost divided evenly between the two teams. In Leagues where an uneven number of matches are played by the teams, a tie will be considered any win percentage less than 0.1 percent difference between two teams.
14. If more than one team from a bar is home on the same night, the captains will flip a coin to decide which boards they will use.
15. Each league will be sanctioned through the National Dart Association. In sanctioned leagues, each player not already sanctioned will pay a **\$8.00** sanction fee on the first night the player plays. If the sanction fee is not paid by the third week after a player first plays, the sanction fee will be deducted from the team prize money at the end of the season. The sanction year begins September 1, and ends August 31, of the following year. Summer leagues will not be sanctioned, unless specifically requested by a majority of team captains in a league. All team captains must fill out a roster sheet on the first night of play and turn it in with the score sheet. The roster sheet must contain full names (first and last), full mailing addresses, and must be legible. Substitutes are not required to be sanctioned, but may be if they wish.
16. Common sense and good sportsmanship should be used to decide any questions that may arise during a match. Conduct is a very important part of having fun. Any player guilty of un-sportsmanlike conduct, or conduct detrimental to the game of darts, may be ejected from the league. Fighting, excessive abuse of equipment, excessive abusive language or conduct will be considered to constitute un-sportsmanlike conduct. Being barred from a player's sponsoring tavern, shall also cause the player to be ejected from the league.
17. **Age limit:** A player must reach the age of 21, before the first night of play of the league. Any team wishing to have a player on their team who is under 21, but at least 18, must follow the following procedure: The captain must submit, in writing, permission from their sponsor for the underage player to play home matches. To play any away matches, the captain must submit, in writing, permission from any sponsor, where the team will play. The captain must specify an eligible substitute to play any matches at taverns where the tavern owner has not given written permission for the underage player to play.
18. **Wheel Chairs:** Players confined to wheel chairs may place the rear wheels on the Throw Line when shooting their darts.