

## Midstate Amusements Dart League Rules

### GOOD SPORTSMANSHIP

- Make sure your team is on time to shoot.
- People work during the week, some right after league is over and others pay for childcare. It is helpful to those players if league starts in a timely fashion.
- Introduce yourselves to the opposing team and shake hands before and after the match.
- Offer assistance to players that are not familiar with all the features of the boards.
- If your team is not going to show up, call the opposing team captain to inform them as soon as possible. Please make every effort to cooperate when a re-schedule is requested.
- Follow all rules and regulations.

Everyone enjoys going out to have a good time. It is up to all of you to make sure that dart league is fun.

### TEAMS

- A team consists of 4 players (8 maximum on the roster). If you need to add another player and your roster is full (8), you need to contact the office to inform us which player(s) to remove so you will not exceed the maximum. If you do not advise us, your team will be penalized from the night of league that put you over the limit. Once a shooter is removed, their stats are also omitted for good. You will still be charged player fees for the players removed if they shot 3 or more weeks. Player fees will be deducted from each team's prize fund at the end of the season. If a player shoots in more than one league, the fee is only deducted once.
- All players must be of LEGAL drinking age. It is the tavern and the captain's responsibility to be sure all players are of age. No one's son/daughter/spouse that is under age may shoot just because the parent/spouse is present. Bartenders that are under age MAY NOT shoot either.
- All matches are to be shot at the home bar according to the schedule including re-schedules. If there is an issue shooting the match at the scheduled bar, you MUST contact Midstate to get permission to shoot elsewhere.

### SUBSTITUTIONS

- The player's initial of first name and entire last name must be entered into the dartboard. During the last 3 weeks of league play, a non-rostered sub may be used if his/her PPD rating is equal to or less than the person being replaced or if permission has been given ahead of time. A substitute is considered a player that shot no more than 2 times for your team during the season. Anyone shooting 3 or more times is considered a regular.
- When you use a sub that has not shot for any other team this season, you need to call or email the office with the sub's address & phone. If the sub has a first name that can be used for either a male or female, include which gender. As strange as this sounds there are teams in league that do NOT know the full names of their teammates. Please make a point of knowing who is on your team.
- A player who has shot 3 times with 1 team CANNOT switch teams in that particular division.

### SHOOTING UNDER AN ASSUMED NAME

- 1st offense \$25.00 fine-loss of all games-subject to Midstate/Player rep meeting
- 2nd offense \$35.00 fine-Midstate/Player rep meeting may result in suspension from league/ loss of all money

- Any player caught shooting under an assumed name, will cost the team that he/she shot for, all the games for the night and a fine of \$25. If you have questions regarding a shooters name, you may ask for proof of ID.
- Any team using incorrect names on their line-up for a match may be suspended from league and other Midstate Amusements functions, State & National Dart tournaments. If as a team you agreed to allow a team to bypass any rule, your team may also be penalized. These decisions will be made by Midstate Amusements and player reps if necessary.
- Players that start the night shooting must play the entire evening. If one or more players leave before all the games have been shot; no one else may replace them. The team either plays the remaining matches by hitting the pass button when the player(s) turn is up or all of the games for the night are forfeited and a forfeit fine will be charged.
- Please advise the office of the infraction, your assistance will remain confidential.

YOU MUST NOTIFY MIDSTATE AMUSEMENTS IF THE MATCH WAS NOT FINISHED SO IT CAN BE PROCESSED CORRECTLY.

Teams with a player(s) not allowed in the opposing team's location must use another regular player or sub.

Only under extreme circumstances may a team change Sponsor locations during the league season. Your team would need permission from the current sponsor, that can be verified by the league office or if the current sponsor closes the location.

#### LEAGUE CAP

- Each league's cap is based on the 4 highest rated players from the original roster. The PPD cap will be printed on your schedules. No team is allowed to add a new player who has an established PPD rating from previous years that puts the team over the league cap. Any player who does not have a PPD rating, will be given a new player average PPD (20 PPD Men/15 PPD Women-all 01 leagues) (1.5 MPR Men/1.0 MPR Women-Cricket)
- Subs – add up the four players PPDs that will be shooting on league night, the total PPD may not exceed the cap, if it does, any wins & assists that were earned by the Sub will be taken away and awarded to the other team. Call Midstate - Shari or Alicia 231-6436 if you need assistance.

#### HANDICAPPED LEAGUES

- If your team is in a handicapped league, this means that the computer will balance each match based on the PPD/MPR of the 4 players shooting in the match. You must call the office to add subs for handicapped leagues so the new players PPD/MPR can be added to the database. If you do not contact us prior to the match and add the sub at the board, the sub will be given a computer generated PPD/MPR equal to the player with the highest PPD/MPR that is shooting in the match

#### LEAGUE START TIME

- League start time is printed on your standings. You have a 15-minute grace period before the opposing team may call for a forfeit.

#### RE-SCHEDULING A MATCH

- All reschedules must be made up either before the original match date or within 2 weeks after the original date unless other arrangements are made with Midstate. You MUST notify the office of a reschedule and you may shoot your re-schedules on any day of the week if the bar has an open board. It does not have to be on your league night but it must be shot

at the original home bar. If the 2 teams cannot agree on a date and are willing to split the wins evenly, each team will be charged the quarter drop from their prize fund.

- The re-schedule is the responsibility of the team asking for the postponement. It is to your advantage to shoot the match, even if you are short 2 players, to avoid a forfeit fine and lose all of the games.
- Teams are not required to agree to a reschedule so it is in your best interest to shoot your match when scheduled. If the team does not agree to reschedule, you will be charged with a forfeit along with the forfeit fine.

IF YOU NEED TO RE-SCHEDULE THE LAST WEEK OF LEAGUE, IT MUST BE MADE UP PRIOR TO THE ENDING DATE-NO EXCEPTIONS.

#### FORFEITS

- 1st offense \$20.00
- 2nd offense \$25.00 unless it is during the last 3 weeks of league.
- 3rd offense possibly dropped from league and all prize money forfeited

**Any team forfeiting during the last 3 weeks of league will forfeit 50% of the team prize fund.**

- Wins will be awarded based on the previous win/loss record between the 2 teams unless Midstate feels this is unfair for a particular situation. If this happens, Midstate will decide the best way to award the wins.
- No money is to be put into the machine for a forfeit.
- On the end of the year financial statement, both teams will show a negative \$10.00 for that matches date because no prize money was put into the dartboard.

#### START OF A MATCH

- When it is time for league to start, a team may still shoot even if they are short 1 or 2 players.
- The team would still have to pay for the missing player's game cost & share of prize fund.
- You need to enter the player(s) name in the board just like normal.
- Missing player(s)-The name(s) that was entered into the board at the beginning- may still shoot any remaining matches if they show up late (anytime during the night)
- Shooting while short players: When a match comes up involving the missing player, you hit the pass button unless the missing player is player #1 and has to start the game. In that case you must register 1 dart with just 1 point in a 01 game and register 1 dart in a Cricket game under a number that does not give marks. The partner in that match shoots like normal. In effect, it will be one shooter on a team against 2 shooters for the opposing team.

#### SCORING

**Automatic player change is no longer in effect on the Arachnid boards. Always push the player change button BEFORE removing your darts. This is important: IF even one dart doesn't register and you remove the ones that did, you risk those darts registering points/marks and as a result you will lose your next turn.**

- Personal or bar darts may be used. No broken or cut off tips allowed. Maximum weight of a dart is 18 grams.
- Player's feet must be on or behind the front edge of the shooting line during your entire turn.
- You may pass any or all of your darts for your turn.
- A player that deliberately hits the machine & affects the scoring automatically loses the game for his team.

- If a player ends a 01 game when they are locked, the board automatically gives the win to the other team.
- You may go out on a tie in 301
- The dart machine is always right.
  - The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart-Winning Dart" that meets the following criteria:
    - The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score or scores incorrectly, the player/team will be credited with the win in that game.  
Example: Player's score is 24 at the beginning of their turn. Their first dart hits and sticks in the single 9 but does not register or score. Their second dart scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but does not register or score. Since it was the "Last Dart-Winning Dart," that player/team wins the game.
- If Midstate Amusements does not receive any phone call(s) or emails the day following your match, you are agreeing to the SCORES for both teams and that the player's names put in the board were the correct names of the shooters and that there were no rules broken during the matches for that night.
- Master Out Rule no longer applies to our league system. COMMEN SENSE COMES INTO PLAY WITH PLAYERS THAT KNOW THEY SHOULD MASTER OUT. GOOD SPORTSMANSHIP!!
- A dart that sticks in the board but does not register, MAY NOT be manually scored.
- If a dart bounces off the board, it's considered thrown even if it did not score. It can't be thrown again.
- If a dart is thrown before the "throw dart" message, that dart is considered thrown and may not be thrown again.
- It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing any darts. It is the shooting player's responsibility to be sure that the dart machine is in the DO NOT SHOOT/ PLAYER CHANGE state before removing his darts. If it is not, the shooting player must press the player change button before removing his/her darts.
- If a player throws out of turn and ends the game, the opposing team is credited with the win. YOU MUST INFORM MIDSTATE THE FOLLOWING DAY SO THE SCORE CAN BE CHANGED IN THE SYSTEM

## FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from league, expulsion from site, or expulsion from future leagues. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

- Adherence to all general foul rules is required.
- Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul.
- No practicing during league on any open boards. Throwing on a non-coined machine is considered a distraction.
- On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, a referee must be called to witness the foul. If the referee determines that there is a foul, the player will lose their next three darts.

- It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed. If the player throws while the machine is displaying an opponent's number, this constitutes a foul.
  - If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
  - If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
  - If a player throws out of turn and ends the game on that turn, their team loses that game. If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.
  - If the player has thrown all three darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
  - If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
- Manually scored points - (happens when one or more darts didn't register during your turn and "player change" button wasn't pushed before removal of darts)
  - On opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul loses their next turn.
  - On players own score constitutes a foul. Advance player change button to the correct player position and continue play, except that both players from that team lose their next turn.
- If a machine resets due to power failure or other reason beyond control, the game will start over (replayed from the start).
- If a player reaches zero in a round in which that player or that player's partner committed a foul, that player/team loses the game.
- Any machine reset, tilt or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
- Abuse of equipment, poor sportsmanship or unethical conduct as judged by a league director or tournament official may constitute a foul.
- Any player/team that commits three fouls in one game will forfeit that game.
- Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that they are currently shooting. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game, and will not be allowed once a match has been concluded.
- Disregard of any rules may constitute a foul.

#### REMOTE LEAGUE

- The camera CANNOT be covered up or tampered with. Doing so can cause you to forfeit games or be subject to fines at the discretion of Midstate Amusements.
- If there are questions regarding player identities, your captain may ask the other team to

show their photo IDs to the camera. If not satisfactory, player should take a picture of themselves with their ID to text to the other team. This should be questioned BEFORE or DURING the match, not afterwards.

- Players should not leave the board unattended to all take a break. Leaving the board unattended causes your opponent to wait unnecessarily and can cause the board to time out and lose your progress. Teams could be disqualified or removed from league.
- All Remote teams must have a valid cell phone number for the captain. Communicating with the opposing team via cell phone is the best way to make the league run smoothly.
- If there are problems during league, you are to call your bar's operator for technical support and inform your opposing team of any issues causing league to be delayed.
- All other rules regarding league are to be abided by. Since remote leagues are new, there may be more rules that need to be added as time goes on. These will be handled on a case-by-case basis with the teams and other operators until a more uniform set of rules and regulations can be established.

#### TEAM DROPS & OTHER ISSUES

- If a team drops out before the end of round, all matches involving that team will be deleted.
- If a team drops out of league without a legitimate reason, Midstate may not allow them in the following year.
- If you have a problem during league that is not covered in the rules, call a player rep (list of reps is in your folder) DO NOT call a player rep that shoots in your league. If the player rep(s) are unable to help, call Shari or Alicia's cell. If the problem can wait until the next morning, call the office 231-6436 after 8:30 a.m. & someone will assist you at that time.

#### PROTEST

- If you feel that anything during the evening was not proper, contact the office the following morning.
- Please inform the opposing team that you are filing a protest the following morning. A protest is \$20-refundable if you win your protest. Protests are decided by Midstate Amusements and player representatives if necessary.

**Board issues before or during league play should be directed to our on-call service technician. Please call (920)231-6436 between 5pm and midnight. Leave a message – include your name, phone number, sponsor location and a brief description of the issue. Someone will return your call to help you troubleshoot the problem or let you know how long it will be before a technician will be to the location.**

#### WEBSITE: [www.midstateamusements.com](http://www.midstateamusements.com)

League rules, schedules, and weekly stats can be found on the website, as well as the player stat list from the end of last season used to determine team total and league cap.

**General EMAIL:** [midleagues@midstateamusements.com](mailto:midleagues@midstateamusements.com)

**Office:** (920) 231-6436 from 8:30-5:00 p.m. Monday-Friday

**Shari's email:** [sschafer@midstateamusements.com](mailto:sschafer@midstateamusements.com)

**Shari's cell:** (920) 379-7438 - no calls after 9pm unless an emergency

**Alicia's email:** [aliciak@midstateamusements.com](mailto:aliciak@midstateamusements.com)

**Alicia's cell:** (920) 410-3253 - Call or text (please include name and dart league info in text message) - not after 9 pm unless an emergency