

# The South Area and Remote Dart League Rules

COVERING LEAGUES IN THE FOND DU LAC, SHEBOYGAN, CAMPBELLSPORT,  
EDEN, HOWARDS GROVE, JACKSON, KEWASKUM, MARKESAN, MAYVILLE,  
OAKFIELD, PLYMOUTH, RANDOM LAKE, RIPON, WAUBEKA, WAUPUN, AND  
WEST BEND AREAS AS WELL AS OUR HYBRID & REMOTE LEAGUES

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# Midstate Amusements Dart League Rules - South Area & Remote Leagues

## I. Team Basics and Sportsmanship

### A. Enjoying League and Behavioral Expectations

1. It is important that everyone who plays in a dart league enjoys his or her experience. We need your cooperation to make sure that league is fun for everyone. You can do this by:
  - a) Introducing yourself to the other teams. You will see them several times over the season, so you might as well get to know them! Offering assistance to players who are new to league would be very helpful. There are always new players and having our more experienced players show them the ropes is greatly appreciated.
  - b) Being on time for league. There is a 15-minute grace period for the start of league. However, this grace period is a courtesy and should be used very rarely or in exceptional circumstances - NOT every week. If a team or player causes league to start 15 minutes or more past the scheduled start time more than 3 times during the league season, without an exceptional reason or pre-arranging it with the opposing team, that player and/or team may be subject to fines or a suspension from league.
2. League start time varies depending on the league. Please attend your league meeting at the beginning of the season for those details. The information about leagues starting and meeting dates comes out in August or early September, depending on your league location. Other organizations we are affiliated with have remote leagues with many other start date and time options. Please see their websites for details.
3. While playing, both teams and all players must adhere to all Midstate and WAMO and any league-specific rules and regulations.
4. Matches must be played at the scheduled location, even for a reschedule. See Section IV for more information on scheduling and rescheduling.
5. Shaking hands or fist bumps after the match is good sportsmanship.
6. Player Etiquette & Good Sportsmanship is important in league. Poor sportsmanship and unethical conduct will not be tolerated.
  - a) Do not argue or be disrespectful to your opponents in person or via phone/messages, nor should you use social media to attack another player or to inflame a situation further. Do not comment on an opponent's strategy, accusations of sandbagging, or disparage their ability. Misguided competitiveness or drinking is not an excuse for poor behavior. Be mindful of how your behavior reflects on your sponsor bar.
  - b) Always work with the other team, consult these rules, and use your own good judgment to resolve any problems as quickly and reasonably as possible. If the

teams agree to a resolution in the moment and continue playing, the matter will be considered resolved unless a rule was violated. If the issue cannot be resolved, contact us for assistance. You can always stop the match and agree to reschedule after a conflict has been resolved.

- c) Midstate reserves the right to address misconduct once reported stemming from any league or tournament event. Bad behavior will result in disciplinary action and/or expulsion from any and all leagues and any and all tournaments at our discretion. Such misconduct can include but is not limited to abuse of equipment; attempts to manipulate standings; harassment or abusive language directed at other league players, bar employees, or Midstate staff; and physical violence towards people, property, or equipment during league. The degree of the penalty assessed by Midstate is at our discretion.

- 7. Our rules cover almost every issue you may come across with league. If there is a situation that arises that is not covered, contact us for help. Any issues not covered here will be decided by the league coordinator (in conjunction with the league president if the league has one). All judgments by the league coordinator are final.

#### B. Player and Team Guidelines

- 1. All players on a team MUST be of legal drinking age unless playing in a designated Youth League. It is the captain's and the bar's responsibility to be sure all players are at least 21 years old. Any children and/or spouses who are under 21 are NOT permitted to shoot regardless of whether their parent or spouse is present. Adults 18 and over can play in a PPD Remote league with permission from the bar and when accompanied by a parent. Please see their rules at <http://www.dartstoc.com> for details. All our leagues, including the remote leagues we run, are 21 and over unless they are a designated Youth league.
- 2. A team consists of 4 to 8 players. Doubles teams consist of 2 to 8 players. If your roster has the full 8 players, you need to contact Midstate Amusements' office to inform us which player(s) to remove before adding any more. If you do not advise us, we automatically remove the player(s) with the least number of games played. A removed player is only removed from the computer and dartboard but will still show up on the stats pages. You will still be charged any player fees for them if they shoot three weeks or more and are not sanctioned in another league.
- 3. If you agree to allow a member of your team or the opposing team to bypass a rule, you may be penalized at the discretion of Midstate Amusements.
- 4. Players must play under their own name. If someone accidentally sets up the board with the wrong name, notify your opponent immediately, and contact our office by the next business day to change the names and avoid penalty. See Section V. Dart Rules and Etiquette for more clarification.
- 5. Players that start the match shooting must play the entire match. 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 the games for the night are forfeited. You must notify our office if the matches were not finished so we can process matches properly.

6. When it is time for league to start, a team may shoot even if they are short players. The team would still have to pay for the missing player's game cost and share of prize fund.
  - a) You need to enter the player(s) name in the board like normal. The missing player(s) name(s) that was (were) entered into the board at the beginning may still shoot any remaining matches if they show up late (anytime during the match).
  - b) Shooting while short players: When it is the missing player's turn, 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. Do not have anyone shoot under that player's name. The partner in that match shoots like normal. In effect, it will be one shooter on a team against two shooters for the opposing team.

## II. Sponsor Locations

### A. Eligible Midstate Amusements Locations

1. The location must have a dartboard. For a Remote or Hybrid league, the location must have an existing G3 Bullshooter board (including Plus, Fire, and Ice G3s) already installed and online before the team signs up. If you sign up for Hybrid/Remote at a location without a G3 board, you will need to choose a different sponsor location.
2. The dartboard must be hooked up to the internet that the bar must provide. If it is a Remote or Hybrid league, the sponsor location must have reliable high-speed internet to their existing G3 dartboard.
3. The sponsor location will be open during the day and time of league.
4. The sponsor agrees to pay the sponsor fee and adhere to all league requirements.
5. They do not have any equipment in the building that any league sanctioning body (WAMO, NDA, etc.) deems to be illegal that prohibits us from having league there.

### B. Non-Midstate Amusements Locations

1. If a non-Midstate Amusements location wishes to be a part of our dart league, your team needs to contact our office with as much information about that location as possible. There are many operators from around the state with whom we have a good working relationship, so we need to know who owns the equipment in the bar before making any decisions. It will take more time to set up the location and dartboard in the system and make sure we are connected, so please get this

information to us as quickly as possible. The decision whether that location can be in league will be made on a case-by-case basis.

2. The bars will be charged the bar sponsor fee, and their operator will be charged an operator fee.

#### C. Sponsor Responsibilities

1. Sponsors agree to pay a sponsor fee per team. We will collect this money from the location directly once all leagues for that season are up and running; players do not need to collect this amount.
2. Sponsors agree to either having us collect the prize money from the boards or that their operator will pay us the prize fund money in a timely fashion.
3. Sponsors agree that bartenders are not to be working while playing league.
4. Sponsors agree to leave dartboards turned on overnight to enable them to communicate regularly with the Arachnid server to retrieve matches and receive updates.
5. Sponsors must contact us as soon as possible if their internet password or service provider changes as this will cause league malfunctions.
6. Sponsors ARE NOT REQUIRED to pay for beverages, food, shirts, player fees, or tournament fees. A sponsor may choose to do those things, but none of them are a requirement for league. We strongly recommend that players try to spend time at their sponsor bar and attend any tournaments they may hold in appreciation for the things their sponsor does for them during the season.

#### D. Changing Sponsors

1. Changing sponsors after leagues have started should be only with cause as listed below. In other rare circumstances, your team may also be moved; in that case, your team needs permission from the team captain, current sponsor, and potential new sponsor to move. These are the special circumstances in which a team is allowed to change their sponsor during league season without current sponsor permission including: if the bar closes, if the bar is sold, if the lease on the bar ends and the bar is under new ownership.
2. If the issue is between the captain and/or team and the sponsor, in extreme circumstances only, the team may still be moved. Contact us to discuss.
3. The new sponsor will not need to pay the sponsor fee if it was already paid by the first sponsor before that location closed or changed ownership.
4. In all those cases above, the new sponsor must be a Midstate location if the switch takes place a couple of weeks or more after league has started. WAMO paperwork will have been done, paperwork and billing will have been arranged with the other operators, and everything will have been already submitted to WAMO for league approval. There may also be restrictions on what locations to which the team may move to based on other league schedules to avoid overbooking.

5. Midstate Amusements must approve the new location and must approve of all sponsor location switches before they occur. Until then, matches must be played as scheduled.

### III. Divisions and Handicaps

#### A. Determining Divisions

1. We determine how many divisions a night of league will have based on the number of teams who sign up. We do not know ahead of time how many divisions there will be or in what division you will be placed since we do not know who will be playing on that night until your rosters are in.
2. WAMO sanctioned leagues must have at least six (6) teams with at least three (3) different sponsor locations.
3. Once all the rosters are in, we set up divisions by the following procedure:
  - a) We use the end of the previous year's records to assign every player on every roster a points per dart (ppd) rating. If someone did not play last year, we use their last known year's statistics.
  - b) The four players on each team's roster will be added to form a team ppd.
  - c) Any player who does not have a ppd rating from a previous year that we can find from our stats, PPD TOC, or other operators, will be given a new player average ppd rating.
    - (1) Men – 19.00 PPD; 2.0 MPR
    - (2) Women – 15.00 PPD; 1.5 MPR
  - d) The teams and their team ppds are entered into a spreadsheet. They are then sorted from highest to lowest. Then we figure out how best to break up the divisions. It is preferable to have 8-10 team divisions and try to get them as close as the numbers allow. Sometimes divisions of 6, 7, 11, or more can happen. This is at the discretion of Midstate Amusements and sometimes the league president if the league has elected one.
  - e) Once we know about how big the divisions will be, we look at the sorted list of teams and divide them using their team ppd skill levels to place them in divisions.
  - f) Divisions change every year. The division you are in is determined by your team ppd and the ppds of the other teams who signed up for the league this year. It is not based on how well you finished in your league last year as this year will have different teams and players. We use the ppds of the players you signed up with and the ppds of the other teams who signed up this year.
  - g) Sometimes this means a division will be close; sometimes it means a variety of skill level players will be in the same division. It all depends on the rosters coming in. If we have 40 team rosters come in, most divisions will be competitive and with similarly matched teams. If it is a slow night with only 8

teams signing up, it is likely that we will have high skill players playing with lower skilled players. In the case of a large skill spread, the league will likely be handicapped.

4. When there are divisions, each may have a team skill level cap. Each league's cap is based on the four highest rated players from the original roster for each team. The ppd team cap will be printed on your stats page if your league has one.
  - a) Caps are based off stats from the end of last season or the last season in which you played. This includes any substitute players.
  - b) You can find last year's stats on our website, [www.midstateamusements.com](http://www.midstateamusements.com), under Darts, Schedules & Statistics. Click on the Midstate Amusements tab instead of your normal city tab to see a PDF with all last year's player stats in alphabetical order. For previous years, contact us.
  - c) If a team goes over the cap by adding substitutes of a higher skill level, wins will be taken from the offending team. This can include the wins of a particular player or substitute as well as assists. For egregious offenses, the entire match may be forfeited.

#### B. Handicapping

1. We are willing to discuss different handicap options for a league as we want as many players to be happy as possible. Please attend your league meeting.
2. Handicapping is possible for all '01 games as well as for cricket. We can handicap all games, just the '01 games, or just the cricket games. This can be discussed at the league meeting at the beginning of the season before league play starts.
3. If a division is close, meaning the team ppds for all teams are within a close range, the division does not need to be handicapped and will not be handicapped. The only exception to this would be if the division captains decide they wish it by vote. We want whichever option will make the players happiest over the course of the season.
4. If a division has what we determine to be too large of a range of skill levels, the league will be handicapped. Again, if the captains decide they do not wish it to be handicapped, regardless of the skill level differences, which can be discussed prior to the start of league. If everyone agrees, we want whichever option will make the players happiest over the course of the season. A handicapped league may still be capped for fairness.
5. Gentleman's handicap can be an option in some situations. This must be decided before league begins. A Gentleman's handicap involves players above a predetermined skill level threshold having to double or master out.

#### IV. Scheduling, Rescheduling, Forfeits, and Dropping Out

##### A. Scheduling

1. All matches are to be shot at the home bar according to the schedule. This includes re-schedules. If you play a home match away instead, the next match with that team



- must also be swapped so each bar still has the scheduled number of home matches.
2. Midstate scheduled traveling and remote leagues take precedence over any other league or tournament being played at the sponsor bar. If there is a conflict, the other league or tournament match will need to reschedule or move to another location to continue. In the case of a rescheduled match, the other events take priority over the rescheduled match.
  3. If a team is in dispute with their sponsor location, they must not shoot matches elsewhere unless it will be swapped for an away match as listed above.
  4. Schedules are subject to change, especially in the days before a league begins. Please check your schedule on the first day of league to make sure you have not missed a change. Follow us on Facebook and check your email for changes. Schedules are available on the dartboards and posted online at [www.midstateamusements.com](http://www.midstateamusements.com).

#### B. Rescheduling

1. If your team is unable to play when scheduled, call the opposing team and attempt to reschedule as soon as you know you cannot shoot that date.
  - a) This should be no later than 2 hours before the scheduled match but try to contact them as early as possible as a courtesy to your opponent.
  - b) If you do not hear back from your opponent, you must reach out again to make contact. If you do not hear back from them, please contact our office so that we can reach out on your behalf or give you more contact information. The match is not considered rescheduled until you have gotten confirmation from your opponent.
2. Teams are not required to agree to a reschedule, but we encourage you to do so to avoid a forfeit and in the name of good sportsmanship.
3. Matches should be rescheduled as soon as possible from the original match. They must be rescheduled and played within 6 weeks of the original match date or anytime before the match is scheduled. Unless there are extenuating circumstances and approved by Midstate, matches not shot within 6 weeks will be declared a split or a forfeit.
4. Rescheduled matches must be played at the location originally scheduled unless there is a conflict (if the bar is closed, if the bar requests you play elsewhere, etc.).
5. Rescheduling the match, and finding a date that works for both teams, is the responsibility of the team asking for the postponement. The team who requested the reschedule must work around the other team's schedule to make it work.
6. Please contact us to let us know that the match has been rescheduled.
7. Double-headers for traditional league are to be a last resort, and we ask that you move locations between the matches so that the bar has their correct number of home matches. This is for the benefit of your sponsor location. For Remote leagues, double headers are always acceptable since you are always at home.
8. If you need to reschedule near the end of league season, remember that it must be

completed by the last night of league unless otherwise approved. Contact us for options if this cannot be done. Every effort should be made to shoot the match.

9. You may reshoot your match on any day and at any time the bar is open and has an available board. It does not need to be on your league night of the week, but it must be shot at the scheduled home bar.
10. You may shoot matches in advance. If there is a date on the schedule you know will be a conflict for you, you may shoot this match at any time before the scheduled date if your opponent agrees.
11. If a team asks for a reschedule, the opposing team agrees, and then the first team says they no longer need to reschedule, it is at the discretion of the opposing team if they shoot or continue with the reschedule. The first team has already asked for a reschedule, the second team agreed, and then the first team is requesting to reschedule the match back on the original date. If that original date no longer works for the second team, the first team must find a different date.
12. If a match is rescheduled (agreed to by both captains), and the team who had originally requested the reschedule does not show on the designated date and time of the reschedule, it is now a forfeit. If the team who had not requested the reschedule does not show, we can split the wins equally between the two teams or you may choose to reschedule again. If they do not show the second time, the team who did not show would forfeit.
13. If the two teams cannot agree on a date, the team who requested the reschedule will receive a forfeit. To avoid this, both teams may choose to split the wins evenly to avoid the penalties of a forfeit. This must be agreed upon by both captains and must inform our office as soon as you can. Every effort should be made to work together to play all matches.

#### C. Weather-Related Schedule Issues

1. It is our policy to never cancel league for weather. We instead leave it to your good judgment to decide if the weather warrants a reschedule. Since our office is in Fond du Lac, it is possible that the road conditions where we are could be vastly different from those in your area. You are the ones driving, so it is your call and using your judgment as to whether conditions are safe or if you should reschedule.
2. If a team asks for a reschedule due to weather conditions, in the name of good sportsmanship, we ask you to accommodate them with a reschedule.
3. During some weather events declared by the National Weather Service or otherwise at our discretion, there are no forfeits if a team requests a reschedule. If one team wants a reschedule due to anticipated weather conditions and the other refused, we would split the wins equally instead of forfeiting them. Please work with your opponents to reschedule. These weather conditions include the following:
  - a) Blizzard Warning – Snow resulting in reduced visibility for 3 hours or longer

and sustained winds or frequent gusts of 35 mph or greater.

- b) Winter Storm Warning – Significant and hazardous winter weather conditions that pose a threat to life and/or property with two or more of the following conditions: heavy snow, freezing rain, sleet, and/or high winds.
  - c) Freezing Rain or Ice Storm Warning – Ice accumulations of ¼ inch or more are imminent or occurring.
  - d) Extreme Cold Warning – Extreme wind chills that are life-threatening are imminent or occurring.
  - e) Flash Flood Warning – Flash flooding is occurring or imminent and poses a threat to life and/or property.
  - f) Tornado Warning – Strong rotation in a thunderstorm is indicated by Doppler weather radar or a tornado is sighted.
  - g) Civil Danger Warning – A hazardous event presenting a danger to the residents of an area, requiring specific protective action (such as evacuation or sheltering in place).
4. Weather-related reschedules ideally should be rescheduled within six weeks or as soon as possible. However, since this reschedule was necessary due to conditions outside of the teams' control, more time will be allowed if necessary. The match still must be shot before the last scheduled league match. If a reschedule date cannot be agreed upon, the teams may split the wins equally.

D. Forfeits

- 1. If a match cannot be rescheduled, it will be a forfeit. If you are short a player, it is to your advantage to shoot the match to avoid a forfeit fine. Forfeits should always be a last resort.
- 2. The forfeiting team is penalized the amount of prize money that would have been paid for that match for both teams. This is so that the opposing team is not shorted any prize money; the forfeiting team covers their share. This money is taken out of the end of season prize money.
- 3. It is always better to notify us and the opposing team as early as possible.
- 4. A team who has been forfeited on receives all the wins. For a forfeit during the last 3 weeks of league, the wins are awarded based on the average wins between those teams in prior matches or 75% of the wins, whichever is greater for the non-forfeiting team. This is to help prevent teams from forfeiting to affect the end of season results. Extra financial penalties may be enacted during this time.
- 5. If the forfeiting team notifies their opponent, forfeiting fines work as follows during the regular season:
  - a) 1<sup>st</sup> offense and 2<sup>nd</sup> offense: fines are equal to the prize money (not game quarters) that would have been entered by your team and the opposing team during league that night had your team played.

- b) 3<sup>rd</sup> offense: your team will be dropped from the league and forfeit all remaining prize money if any remains after your player/sanction fees are paid. If you would like to continue in league because extenuating circumstances caused the forfeits (major health issues, etc.), contact our office before the team is dropped to discuss options for staying in league and the forfeit fine would remain the same as the first and second offense.
    - c) 4<sup>th</sup> offense, no exceptions, all prize money is forfeited, and team is dropped from league.
  - 6. If the forfeiting team fails to notify their opponent prior to their match (a no-show), forfeiting fines work as follows during the regular season:
    - a) 1<sup>st</sup> offense: fines are equal to the prize money (not game quarters) that would have been entered by your team and the opposing team during league that night had your team played.
    - b) 2<sup>nd</sup> offense: fines are double the previous amount, and you should discuss with us if your team would like to continue. Whether the team is dropped or not will be decided on a case-by-case.
    - c) 3<sup>rd</sup> offense: with no exceptions, all prize money is forfeited, and the team is dropped from league.
  - 7. In summer league, due to the shortened season, 1<sup>st</sup> offenses are as listed in 5a and 6a. 2<sup>nd</sup> offense loses all prize money, and the team is dropped from league.
  - 8. If a team forfeits during the last 3 weeks of regular league, at our discretion, they may forfeit 50% of their total prize money unless there are extenuating circumstances to prevent teams forfeiting to affect the end of season results.
  - 9. No money is put into the dartboard in case of a forfeit. On your end of the year paperwork, you will see the amounts deducted from your prize money because no money was put into the dartboard on that night.
- E. If A Team Drops Out of League:
  - 1. If a team drops out or is removed from league before the end of the first round, all matches and games involving that team will be deleted.
  - 2. If a team drops out or is removed from league after the first round, all efforts will be made to keep the wins fair to the remaining teams and to keep the games played by the remaining teams/players so they do not lose any games needed to qualify for the Fond du Lac area, WAMO state, or NDA tournaments. The team who dropped may not keep their games for state or any other sanctioning body.
  - 3. If a team drops out of league without a legitimate reason, Midstate Amusements may not allow their team to return the following year.
  - 4. If a team was signed up fraudulently, Midstate Amusements may restrict sign ups from whoever submitted the fake roster.

## V. Dart Rules and Etiquette

- A. The Dart Machine Is ALMOST Always Right
  - 1. If a dart bounces off the board, it is considered thrown even if it did not score. It cannot be thrown again.
  - 2. If a dart registers the wrong number more than once, please call or have the bar schedule a service call to repair the board before the next league night.
  - 3. On the winning dart, if the dart sticks in the board and does not register, talk to the opposing captain. If both teams confirm that the dart is indeed sitting and not scored, you may tap in the winning dart.
- B. Shooter's Advantage
  - 1. A dart that sticks in a mark but does not register or registers incorrectly can be manually scored once the incorrect scoring is acknowledged by both team captains. If darts are removed prior to agreement from both captains, the original score the dart board registered will be used.
  - 2. If the player who shot the mis-scored dart would prefer to leave the dart and play as the "board is never wrong" old rule is able to do so. It is up to the player who shot if they wish to invoke the new Shooter's Advantage rule.
  - 3. Communication and cooperation with the opposing team is mandatory before any changes.
    - a) Leave the darts in the board and call the opposing team captain to the board. If you are playing in a remote league, send a photo to show the dart that is needed to be manually scored or re-scored.
    - b) Stop the match by pressing the back-up button to stop the shot clock if necessary. You are allowed to cross the shooting line to approach the board.
    - c) Explain to the other team that the dart needs to be scored or re-scored. Communicate with the other team until the back-up and/or scoring issue is approved and resolved to complete the turn. Then, complete the turn and continue to the next team's turn.
  - 4. Opposing teams are not allowed to withhold agreement to allow manual re-scoring of a valid beneficial dart as described in this Shooter's Advantage rule, and this can be cause for penalty when reported and verified by administrative review of match video. If the dart is obviously mis-scored, please as always use good sportsmanship and the Shooter's Advantage rule when requested.
  - 5. When a mis-scored dart is the third dart, stop the match by pressing the back-up button when the machine comes back to your team's next turn. Arachnid G3's allows for multiple rounds of backing up darts when needed.
    - a) If playing remote, send a photo to show the beneficial dart that is needed to be manually scored or re-scored. Explain to the opponent that they need to approve the back-up to allow re-scoring of the third dart of your team's previous turn. Your opponent must decide if they would rather re-throw their

darts or have them simply re-scored as thrown. Either is fine depending upon what the opponent wants to do. If the opponent decides to re-score the darts as thrown, simply continue to work with the other team to approve each dart to be re-scored as thrown.

- b) For remote league play, the other team may have noticed the mis-scored third dart and they may hold their darts as communication is being established. If so, they may still have all their darts to throw to complete that turn. Do whatever is best to be fair and keep in mind the opponent is doing the same by working with you to resolve your mis-scored third dart. Always work with your opponent to back-up and re-score all thrown darts until the game is brought back to where it belongs for the next player's proper turn.
  - c) When a mis-scored dart is the third dart of a remote match, and the opposing team wins the game before communication can be established, unless the miss-scored dart would have won the game for your team, the game is over. This mis-scored dart is moot.
  - d) There is no need to contact the other team in this instance. Continue to the next game in the match.
6. When the mis-scored dart is the third dart in non-remote play and a winning dart for your team. Again, you must talk to the opposing captain, and you both verify that the dart was scored incorrectly. Opposing teams are not to withhold agreement to allow of a beneficial dart as described in this Shooter's Advantage rule. Send an email or contact us with a photo, if necessary, to alter the match results to reflect the mis-scored dart by the next business day. Then continue the match as normal.
7. If a player re-scores the dart without contacting their opponent to acknowledge the mis-scored dart, they may forfeit that game if they end up winning.

#### C. What To Throw and When To Throw It

- 1. Personal or bar darts may be used. Players may use their own darts if they meet the following specifications:
  - a) They must be plastic-tip darts.
  - b) Flights may be any length as long as the darts do not exceed eight (8) inches in total length (from end of tip to end of flight). There is no minimum length. Flights may be no wider than  $\frac{3}{4}$  inch as measured from shaft to flight edge and may not have more than four wings. Flights that block, impede or otherwise prevent competitors' throws during a diddle are not allowed.
  - c) Complete darts may not exceed 20.00 grams in weight. This total weight includes the flight, tip, shaft, barrel, etc.
  - d) Darts may not have broken or cut off tips.
  - e) No blow darts or magnetic darts are allowed.
  - f) Darts will be inspected upon request.

2. If a dart is thrown before the “throw dart” message, the dart is considered thrown and may not be thrown again.
3. It is each player’s responsibility to see that the machine is displaying the appropriate player’s name 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.
  - a) If a player throws out of turn and wins, the opposing team is credited with the win.
  - b) If a player throws out of turn under their opponent’s name and has thrown less than 3 darts, press the up arrow to back up/reverse those thrown darts and proceed to play as normal.
  - c) If a player has thrown 3 darts on the opponent’s number before the infraction is noticed, he/she has completed their turn. The machine is advanced to the proper opponent’s position again so the proper player may shoot their turn. The game proceeds, and the opponent keeps any points or marks gained by those 3 darts thrown by the wrong player.
  - d) If you shoot one or more darts when it was your partner’s turn, not yours, your partner may shoot the remainder of the darts that were not shot for that turn. If the wrong person threw all 3 darts, his/her turn is complete. The machine is advanced to the next player position and play resumes. The player who committed the infraction loses their next turn.
4. You may pass on any or all of your darts for your turn.
5. Push the player change button before removing your darts.
6. Darts in the board may not be touched until the turn is over, the “Player Change” is activated, and the machine recognizes the end of the turn. The exception is when a dart is in the board and machine reads “Stuck Segment;” that dart may be removed as long as both teams agree and acknowledge the “Stuck Segment” message.
7. Do not pause the shot clock unless there is a technical problem or a Shooter’s Advantage situation. Arrange with your opponent to take breaks in between games.
8. Players stand at the “throw line,” 96 inches from the face of the dart board. It is legal to lean over the line. They may step on, but not cross, the line. When throwing from the line, a player’s feet must be on or behind the front edge of the shooting line during your entire turn. You cannot cross the line until your last dart has hit the board, except as noted during a disputed dart. Crossing the line before the dart has hit the board could be a foot foul. Players will first receive a warning to watch their form and follow through. Wins may be forfeited at our discretion if the foot foul continues after warning. Make sure you stay planted through your follow through after your third dart to avoid a foot foul.

- a) Players may stand off to the side from the line to throw at an angle, provided that they are still behind the actual line for the duration of their entire turn and not interfering with another match nearby.
  - b) Players who require the use of a wheelchair must keep their trunk/torso behind the throw line when they throw from their seated position during their entire turn.
- 9. You may go out on a tie in '01. If a player ends a '01 game when they are frozen, the board automatically gives the win to the other team.
- 10. You cannot practice on another board during a league match. Once the match has begun, no player may practice on any other board until that match is over.
- 11. You may not shoot in a PPD DRT or a NADO NDRT or other similar tournaments or events during your league match. You may play in other league matches.
- 12. You cannot play in any tournament, remote or local, during league matches. Leagues matches must take priority.
- D. Eligible Players and Substitutes
  - 1. First and last names must be entered into the dartboard. If names are missing, the office must be notified as soon as possible.
  - 2. Players must play under their own name. If you have questions regarding a shooter's name, captains may ask for proof of ID. If it was done accidentally, see 4. Any team with players playing under someone else's on their line-up for a match may be suspended from league and other Midstate Amusements functions, State, and National tournaments, depending on the circumstances. If you are playing under a nickname, you need to notify us to change that to your real name; we can enter your nickname for you to use as a nickname during league.
  - 3. Players shooting under someone else's name to get their games in for WAMO/NDA/PPD/NADO or to gain an advantage against their opponent:
    - a) All wins for the night will be forfeited.
    - b) If egregious, the team could face the forfeiture of their entire prize money and be removed from league, depending on the circumstances and at the discretion of Midstate Amusements.
    - c) If you have any questions regarding a shooter's name, captains may ask for proof of ID. If playing remotely, send a picture of the player holding the ID.
    - d) Any person found using incorrect names on their line-up for a match may be suspended from league, and WAMO, NDA, NADO or PPD may be notified. It will be at the discretion of Midstate Amusements if any players from that team will be allowed to participate in any Midstate Amusements functions. WAMO, NDA, PPD, or NADO may also penalize the player or not allow them to participate in their leagues or tournaments at their discretion.
  - 4. If a player plays under the wrong name whether accidentally or due to a dartboard



error or as a nickname, they must notify the other team as soon as they notice and the office within 2 business days.

- a) If shooting has not yet started, cancel out of league. The credits will stay on the machine. Then set up the board with the correct names and use those existing credits.
  - b) If shooting has already begun, the captains need to discuss the situation.
    - (1) If this is a handicapped league, then it is up to the captains whether the teams wish to proceed with the incorrect name and handicap. If they can back up the process and change the name, that would be best. Otherwise, you can shut off and unplug the board to reset it or call our technicians to unplug and reset it. If the board asks you if you would like to continue the match, choose no. If the name/handicap entered is vastly different from the player whose name/handicap is actually shooting, it is in your best interest to either back up or reset the board to get the correct player information.
    - (2) If this is a non-handicapped league, play may continue and one of the captains needs to call our office within 2 business days to change the names.
  - c) If both teams continue to let someone shoot under another player's name, then both teams agree that this is acceptable and that the match is valid. This is only a last resort and should only be done if both teams agree to play as is. Our office must be notified within 2 business days to make the switch back to the correct player.
- 5. For sanctioning purposes, a substitute is considered a player that has shot no more than 2 times for your team during the season. Anyone shooting 3 or more times is considered a regular sanctioned player and will be sanctioned accordingly.
  - 6. A player who has shot 3 or more times with one team cannot switch teams within that particular division. If they have shot once or twice, they may move.
  - 7. A player may not shoot on more than one team on the same night unless they are a substitute, shooting less than half the weeks. They still must be under the cap.
  - 8. A team can add a substitute player at the board and manually edit their handicap instead of accepting the Arachnid generated new substitute handicap. If a team wants to do that, they must use the ppd and mpr of the substitute player from the previous year, available on our website statistics page (click on the Midstate Amusements tab instead of your city tab then click on All Leagues). Pull up those stats from last year to show your opposing captain so both teams can verify that it is the correct handicap. Do not use another current league stats for the new sub. Brand new players go in as a 19.0 and 2.0 for men and 15.0 and 1.5 for women; unless you know that the new sub

is higher, then please enter their higher stats. The Arachnid board gives a new sub entered at the board the handicap of the highest person shooting. If you know how to edit the handicap at the board, you must do so when adding a sub manually at the board. If you do not know how to do it, please ask your opponent to assist you. Otherwise, contacting us to add a sub prior to league is always preferable.

9. No team is allowed to add a substitute who has an established points per dart rating from previous years which puts them over their cap. If a player does not have a ppd rating, he or she will be given a new player ppd rating as described above in Section III. Divisions and Handicaps, A. Determining Divisions, 3c.
10. A player cannot sub for a division when they are scheduled for their own league at the same date/time. A player is not allowed to get a substitute for themselves or reschedule the match for the purpose of subbing in a different division on that same league night. A player is permitted to substitute in a different division on the same night if they have a bye scheduled or if their league is over for the season.
11. Players should not shoot league while bartending. We strongly discourage players from bartending while playing league due to the delay it causes. This is not to be done on a regular basis as it interrupts and delays league play. If you are scheduled to work at the bar during league, please find a substitute to play for you.
12. If a player on your team is not allowed in the bar in which you are scheduled to play, your team must find an appropriate substitute for that player on that scheduled league night. We abide by the bar's judgment in allowing players in their establishment, and it is the responsibility of the banned player and his/her team to either find a substitute or play short one player. It is NOT allowed to play the scheduled match at a different location than the location at which it was scheduled to circumvent this problem.

E. Remote and Hybrid League Special Issues

1. Every team playing should have a working camera to continue participating. If you are playing in league and notice a team's camera is not working:
  - a) Stop the match by pressing the back-up button to pause. Call your opponents & politely let them know their camera is not working (they most likely have no idea it was not working in the first place, so be polite about it).
  - b) Most camera issues are fixed with a simple board reboot and update. Work with opponents to reboot their board. The team with the working camera should stay in the match while opponents cut power to boards, wait 30 seconds, turn the board back on, and then tap the triple 20 button firmly, repeatedly to initiate the "update screen" on the board. After the update completes, the team will then go back into the League Menu & click "Continue Suspended Match." Shortly after, the boards should connect. In extraordinary circumstances, if the Suspended Match does not show on the board, the team

with the non-working camera can try setting the board up as a new match, it should then give the option to continue the suspended match or start a new match. If it does not give that option, it means the team cancelled the match instead of cutting power to the board. Continuing to play a match without working cameras means agreeing that both teams are accepting to playing that way. Matches are not replayed due to non-working cameras after completed. Resolve camera issues right in the moment by stopping the match & not continuing until it is resolved. Players should never argue with each other. We can always review the match the next business day to verify there were no rule violations.

2. The camera cannot and must not be covered up or tampered with. Doing so will cause you to forfeit games or be subject to fines at the discretion of Midstate Amusements. If the camera is malfunctioning, you should reschedule the match, try to fix it as listed in 1b above, or wait for service. You may choose to play it as is, and we can review the match the next business day. If the internet is so slow that the camera is not accurate to use or causes delays, you should reschedule the match. Usually, these are bar internet issues, either with low speeds or during high usage periods. Please keep this in mind when signing up for remote leagues; bars with too many remote teams playing at the same time may end up with internet issues that are out of our control.
3. 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 the other team. This should be questioned BEFORE or DURING the match, not afterwards.
4. Players should never leave the board unattended and take a break while playing remotely without notice. Leaving the board unattended causes your opponent to wait or assume you have left. This may cause the board to time out and lose your progress or your opponent may leave assuming you have forfeited. Work with your opponent to coordinate a break (bathroom, drinks, smoking, etc.). You must communicate with your opponent if you want a break; do not just walk away. There is no scheduled break for remote leagues. If both teams agree to take a break (or two or three), that is fine as long as both teams are in agreement. Teams must work together and stay in contact with opponents during remote play. Teams could end up forfeiting the remainder of their match or be removed from league entirely if they leave the board unattended for more than the allotted shot clock time during league without communicating with their opponent.
5. For mis-scored darts, you must communicate with the other team immediately and send pictures of a mis-scored dart as needed. Please see the section on Shooter's Advantage for more details.

6. 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 and is a requirement for remote and hybrid leagues.
7. Good sportsmanship during communication between you and your opponent is necessary. If you cannot say anything nice, do not say anything at all. Communicate start times, breaks, and any issues during the match. DO NOT negatively comment on your opponent's shooting ability, their games won or lost, accuse them of sandbagging, attack their appearance, etc. Do not gesture inappropriately through the camera to your opponent. If you have a problem with a team, you need to contact us to handle it appropriately. Sending inappropriate text messages or gestures through the camera during remote league is not acceptable and could result in warnings, suspensions, individual bans from league, and/or eventually terminating your entire team from league at our discretion. For more information, see section I. Team Basics and Sportsmanship, A. Enjoying League and Behavioral Expectations, 6. Player Etiquette & Good Sportsmanship.
8. If there are problems during league, you are to call your bar's operator service number for technical support and inform your opposing team of any issues causing league to be delayed. Most issues with remote and hybrid are internet issues at one of the locations, and the match may need to be rescheduled.
9. All other rules regarding league are to be followed.

F. Infectious Illnesses

1. If a bar is shut down temporarily for infectious illness or community safety, play at the away location and then shoot at the other location for the next round. If there is not a board available at the away location, reschedule or contact us for options.
2. If you or someone on your team may have been exposed to a virus, please get substitutes or reschedule your match. If you are "quarantined," that includes league. Do not attend league if you are sick! This applies to any infectious illness like influenza. If in doubt, do not potentially spread it - get a sub or reschedule the match.
3. Please be understanding about reschedules related to infectious illnesses. We do not want to force forfeits because someone was honest about their contagiousness.
4. Wear a mask if you would like. If not, please respect those who choose to wear one.
5. Follow all local and bar rules or regulations.
6. If all area bars are completely shut down for health or local safety issues, we will remove those weeks or full round from the schedule so that teams are affected as equally as possible. If it is not a full round, wins will be determined by percentage of wins. If the league is unable to finish, we will end by percentage wins and issuing checks to teams for their winnings. Please follow the health guidelines and stay safe!

G. Miscellaneous League and Board Issues

1. A player that deliberately hits, slams, punches, kicks, or otherwise damages the

machine and affects the scoring automatically loses the game for his team. If the machine malfunctions and shuts down due to those actions, the other team has the option of claiming any remaining games as a forfeit OR can call and wait for a service technician to repair the board. Players may be financially responsible for damages to equipment and either suspended or banned from league if necessary.

2. Players who damage the sponsor location's property may be suspended or banned from leagues and face additional penalties or legal action from the sponsor location.
3. If a line is missing, the board registers darts incorrectly or not at all, or other dartboard issues, please contact our service department at 920-921-5000.
4. Players must not attempt to throw off, or "sandbag," for the purposes of lowering their ppd or mpr. We may take measures to counteract obvious differences in stats between leagues and/or tournaments at our discretion in league and tournaments. Sanctioning bodies and organizations like WAMO, NDA, PPD, NADO, etc. may be notified to manually adjust your statistics for their tournaments.
5. Team Names and Player Nicknames are allowed, but they must be non-offensive, non-political, and relatively PG-13. All team names and player nicknames must be approved by Midstate Amusements and are approved on a case-by-case basis.
  - a) Team names cannot be changed without cause (captain drops out, bar changes name/ownership, etc.) after the first 3 weeks of league.
  - b) Nicknames for players must be 7 alpha-numeric characters or less.
  - c) Player nicknames are not league specific. Nicknames added for a player will show up for all leagues in which that player shoots.
6. Determining who plays on which board at a bar is left to the discretion of the bar. Who plays on which board at any bar for any scheduled match is decided on a first come, first served basis. If you want a particular dartboard, you need to arrive earlier to the bar to stake your claim there for the match that day. There is no preference given for any particular league, division, or team for any boards EXCEPT:
  - a) When there is a league that is only available on certain boards, they must be allowed to play on one of the boards with the league loaded onto it.
  - b) When it is a remote league and only certain boards are online, the remote teams must be allowed to play on the G3 board connected to the internet.
  - c) The bar may decide at any time to reserve boards for certain teams, matches, or events at their discretion. Please work with your sponsor bar at all times.

#### H. After the Match

1. If Midstate Amusements does not receive any phone call(s) within the next two business days following your match, you are agreeing that:
  - a) The scores for both teams and the players' names put in the board were the correct names of the shooters.
  - b) There were no rules broken during the matches for that night or your team is

satisfied with the match.

2. PROTEST: If you feel that anything during the evening was not proper, contact the office the following business day. If there are changes or penalties involved, we will discuss the matter and give a verdict within three business days.

## VI. Costs and Fees

### A. Sponsor Fees

1. Midstate Amusements will collect the Sponsor Fee from any Midstate Amusements location after leagues have begun. We will collect this money from the location directly; players do not need to collect this amount. For a non-Midstate Amusement accounts, we will bill sponsor fees and operator fees to their operator/vendor.
2. If a sponsor location wishes to pay for their sponsor fees directly instead of taking it out of their collection, they may send a check to Midstate Amusements after leagues have all begun in October so we would be able to give them a total for their teams.
3. Sponsors are charged per team (\$40) or doubles pair (\$20) for fall and winter leagues. Summer league prices may be lower.
4. If playing at a non-Midstate location, an operator fee may be assessed and billed.
5. If a team drops out any time after league has begun, the sponsor and/or operator is still charged for the team or doubles fees.

### B. Player Fees

1. Player fees are deducted from the prize money at the end of the league.
2. Anyone who plays 3 weeks or more is sanctioned and charged a player fee.
3. If your sponsor wishes to pay for your players fees:
  - a) Sponsor bars are under no obligation to pay for any player fees. Bars already pay a sponsor fee for each team. It is not required, nor do we recommend, that a sponsor pay any part of a player's fee.
  - b) They need to contact Emily or Mel for a bill near the end of the league season but before the last week of league. Since at the start of league, your team will be unaware if you will need to sanction any subs above your core four players. Therefore, it is best to pay the sanction money closer to the end of the season. The bar needs to contact Emily or Mel to arrange this. It would be more efficient for the bar to instead choose to reimburse their team for player fees paid after the end of league. This is more accurate than paying in advance since you may have to use subs unexpectedly in the last few weeks of league.
  - c) A player cannot speak for the bar and say that the bar wishes to pay for them. We need to speak to the bar owner or manager.
  - d) If the bar does not contact Emily or Mel directly about paying the player fees, those fees will be deducted from the prize money as normal. If your bar would like to pay your sponsor fees, they can reimburse you. Keep your end of league paperwork with the list of sanctioned players for their records.

4. Player fees are \$8 for WAMO sanctioned leagues, \$10 for NDA national sanctioned leagues, or \$18 if the league is both WAMO and NDA sanctioned. A league may be sanctioned for one or both as determined at your meeting before leagues begin. Players will be charged if they play 3 or more weeks in a league. If a player plays in multiple leagues, they will only be charged once for their player fees.
5. NADO sanctioning comes out per week instead of a lump sum at the end of league. That cost is \$0.75 per person per match for each player, \$0.75 per person per match paid by Midstate, and \$0.50 per person per match for each sponsor's team. Leagues can only be NADO sanctioned if all participating sponsor bars have a NADO member's dart board. Players earn 2 NADO points per week, capped at 60 points. You can continue to earn uncapped points towards the Continental finale and Ton80 club bonus. You may also earn 5 NADO points for specific tournaments with more points depending on your placement.
6. All Midstate Amusements leagues are included in PPD and earn points towards a PPD TOC Voucher and towards their game participation qualifications. Traditional and remote leagues earn 20 points, and in-house leagues earn 10 points. Any singles leagues would be decided upon creation. PPD DRTs also earn 4 points per event. Tournaments do not earn PPD points.
7. The groups or organizations for which your league will be sanctioned will be determined and announced at league sign up and before league starts.
8. Midstate Amusements takes no additional money from our players outside that player fee mentioned above. If anyone wishes to see the player sanctioning lists, forfeit breakdowns, or end of the season prize money figures, please contact our office. We want to be transparent and fair, and we are happy to answer any questions you may have regarding player costs, forfeit fees, and prize money.
9. Players must pick up their prize money or arrange for us to mail it within 180 days of the end of league. If they have not done that or if they do not cash the check, the prize money may be forfeited after 180 days.

## VII. Contact Information

### A. Board Issues During League

1. 920-921-5000 from 5pm to midnight and follow the prompts. A technician will call you back promptly to troubleshoot or tell you how long before they will arrive. If you are playing in our leagues but on another operator/vendor's dartboard, you will need to call them for service on the machine.
2. You can force your boards to update, and this may help with some issues with the "Triple 20 trick." On your board, hit the triple 20 button with your finger, firmly tapping about 8 or 9 times. A box will pop up on the screen to show the communication link is starting. If not, try again or try this same thing on the other board(s) in the location. After the box disappears, the board will reset. It will

hopefully have contacted our server and updated its information if the internet is functioning in the location.

3. If the board freezes, unplugging the board, waiting a minute, and then plugging it back in will resolve the issue. When the dartboard boots back up, it will ask you if you want to continue your match.
4. If it is not an urgent service issue disrupting league, we ask that you still please contact us either that night or the following day so that we can schedule service.
5. You can message us on Facebook if you have other questions about board issues.

B. Contact Us

1. EMAIL: [mmonday@midstateamusements.com](mailto:mmonday@midstateamusements.com) for Mel for Sheboygan (or North Leagues Omro & Winneconne) or [epickart@midstateamusements.com](mailto:epickart@midstateamusements.com) for Emily for Fond du Lac, Eden, Campbellsport, Kewaskum, West Bend, Jackson, Waubeka, Random Lake, Howards Grove, Plymouth, Ripon, Markesan, Oakfield, Waupun, Mayville, and all Remote leagues. If Mel or Emily are unavailable, you may contact Alicia (and for North Leagues – Oshkosh) at [aliciam@midstateamusements.com](mailto:aliciam@midstateamusements.com).
2. PHONE: 920-921-5000 to talk to Emily, Alicia, or Mel in the office. Any of them can add subs and answer league questions. After 5pm, call and leave a message, and the on-call service technician will call you back. They will contact us if needed. Our direct numbers at the office are 920-322-8284 for Emily and 920-322-8291 for Alicia. Those numbers go to our voicemails after 5pm, and we will return the call when we are back in the office.
3. FACEBOOK: <http://www.facebook.com/MidstateAmusements> - messages sent after 5pm will usually be answered that evening if Mel or Emily is available to respond. Like and follow us on social media for current league information, too, especially during league start up during all those schedule postings and changes. For assistance during league, you can send us a Facebook message either on our Midstate Amusements account or our personal ones. We are each often available via Facebook after our normal hours. Please understand that it may take a few minutes to respond, or we may be unavailable that evening; but we try to answer whenever possible. For immediate assistance, call the service line 920-921-5000 for the on-call help. If this is a general question or issue, feel free to email us so we can respond during normal business hours if it is not an immediate concern.
4. SERVICE: Please only contact Emily, Mel, or Alicia via phone or social media for league issues, not service or equipment problems. To reach a technician, call the service line 920-921-5000, leave a voicemail for the on-call tech, and they will get back to you quickly.
5. WEBSITE: <http://www.midstateamusements.com> – Go to our website for all statistics, schedules, rules, and general information. The rules are posted under the information section.



## VIII. References

*Midstate Amusement Games:* <http://www.midstateamusements.com>

*Wisconsin Amusement and Music Operators (WAMO):* <http://www.wamo.net>

*National Dart Association (NDA):* <http://www.ndadarts.org>

*Partners Promoting Darts (PPD):* <http://www.dartstoc.com>

*North American Dart Organization (NADO):* <http://www.nado.net>

*Midstate Amusements Facebook:* <http://www.facebook.com/MidstateAmusements>

*Midstate Amusements Twitter:* <http://www.twitter.com/MdstateAmusemnt>

*Midstate Amusements Flickr:* <http://www.flickr.com/photos/MidstateAmusements>

*Midstate Amusements Pinterest:* <http://www.pinterest.com/MdstateAmusemnt>

*Midstate Amusements Instagram:* <http://instagram.com/MidstateAmusements>