

LAKE COUNTRY COMBO DART LG. RULES 2019-20

HANDICAP STARTS THE 2nd WEEK

GOLD LEAGUE

**HANDICAP RULE: ANYONE WITH A PPD OF 28 OR ABOVE MUST DOUBLE OUT
ANYONE WITH A PPD OF 20.0 OR ABOVE MUST MASTER OUT
ANYONE WITH A PPD OF 19.99 OR LOWER WILL SINGLE OUT**

SILVER & BRONZE LEAGUE:

**HANDICAP RULE: ANYONE WITH A PPD OF 26 OR ABOVE MUST DOUBLE OUT
ANYONE WITH A PPD OF 18 – 25.99 MUST MASTER OUT
ANYONE WITH A PPD OF 17.99 OR LOWER WILL SINGLE OUT**

***** NEW MALE SUB WITH NO PPD STARTS AT 20.0 MPR 2.5 FEMALE PPD 15.0 MPR 1.5
IF YOU HAVE A SUB THAT PLAYS IN ANOTHER JUKEBOX LARRY LEAGUE THEY MUST
USE THE AVERAGE FROM THAT LEAGUE TO START.*****

**** WE HAVE 3 LEAGUES – GOLD & SILVER & BRONZE The Gold will play 17 games (10-301, 6-
cricket and 1-501) Silver & Bronze will play 15 games (8-301, 6-cricket, 1-501) All wins and losses
will be counted for prize money payout.**

**ALL LOCATIONS HAVE GALAXY II & III DART BOARDS – NO SCORESHEETS – PAY LEAGUE FEE
INTO DART BOARD – NO COLLECTION ENVELOPE – NO DROP OFF BAR.**

**IF A DART BOARD FAILS – Write down the scores at the time and get money from the bartender
to start the match over. Put your scores back into the board and start again. If the board still
fails. Cancel the match and reschedule it for another time or go to another bar with a Galaxy.**

**1. LEAGUE GAME - READ ABOVE DESCRIPTION OF LEAGUE TYPES ** partners open in and open
out. Playing a rotating schedule as listed on the Galaxy II & III dart boards. Starting time: 7:30 pm with a
15-minute grace period. Each player throws a maximum of three darts per round, however it is not required
that a player throw all three darts on every turn. The 501 games is played with all 8 players. Two players to
1 score.**

**2. ALL TEAMS are four (4) players with a roster limit of TEN (10). Rosters MUST be turned in by the first
night of league play. A team can play with 3 players present (see rule #11). If a team member moves or is
injured and unable to shoot, or switches work shifts, the team can pick up another player to maintain a 10-
man roster. Players may NOT switch teams once the roster is turned in. Subs may sub for other teams.
All league players must be of legal drinking age. Any team caught using an underage player will be dropped
from league & prize money forfeited.**

**3. Cost of Play: \$3.00 per person for a total of \$12.00 per week. (NO COINS) All money goes toward
year end prize fund. No secretary fee!!**

4. SANCTION FEE. Every team will pay a one-time sanction fee of \$12.00. This entitles every team to play
in the yearly WAMO State Dart Tournament. The 2020 WAMO Dart Tournament will be held in The Wis.
Dells at the Kalahari Wed., May 13, thru Sun. May 17. This \$12.00 fee is taken from the sponsor's fee.

5. EACH CAPTAIN is responsible for collecting the correct amount from his team and putting it into the dart
board. The dart board will prompt you for your league fee money and the Home Team always starts first.
Just follow the instructions on the screen.

6. SPONSOR FEE will be **\$50.00** for each team in the league. Your sponsor will be billed this fee. If we can not get the money from your sponsor, you will be contacted. If we still can not get the money from your sponsor, it will be taken out of your year end prize money. Of the \$50.00, \$28.00 will go toward the end-of-the-year prize money and \$10.00 will go toward trophies and \$12.00 toward the state-sanctioning fee of \$12.00. **Make checks out to: Jukebox Larry's Vending**

7. VENDOR FEE will be **\$20.00** per team for Jukebox Larry and \$40. per team for other vendors. Jukebox Larry pays Leah's sec. fee as his other ½ of the fee. This money goes toward trophies, website & end of the year banquet.

****NO SMOKE OR BATHROOM BREAKS WHILE SHOOTING A MATCH!****

08. GENERAL GAME RULES

A. STARTING TIME: 7:30pm with a 15-minute grace period. The four players that start a match must be the ones that finish match. If a team is not there after 15 minutes, the 1st game is forfeited. If not there the end of first game forfeits ALL games. The team short players at the time of start may play the games with three (3) players present. Absent player must use score of 301. The team makes up the money for missing player. If the 4th player comes BEFORE the 4th game is over, he/she CAN play the rest of the games. If the 4th player arrives AFTER the 4th game, he/she CANNOT play any games-score will be 301 for each game.

YOU MUST HAVE AT LEAST 3 PLAYERS!!!

B. Each player throws a maximum of three (3) darts per round, however it is not required that a player throw all three (3) darts on every turn. Your partner's score must be lower than your 2 opponents combined score in order to win the game.

C. DARTS: Players may use their own, if meeting the following requirements:

1. They must be plastic tip darts.
2. Flights may be any length, so long as the dart does not exceed 8" in total length. Flights must not exceed ¾" from shaft to flight edge and may not have more than four (4) wings.
3. They must **NOT exceed 20 grams** in weight each. In the event someone may have used darts exceeding 20 grams, the games that player shot in will be forfeited.
4. Darts may not have broken or cutoff tips.

D. DISTANCE: All players must stand with both feet not closer than the front edge of the FOUL LINE or 8' from the face of the game.

E. DART THROWN: A dart thrown that sticks but does not register **MUST be pushed in to register IMMEDIATELY** after it is thrown. A dart thrown that registers but does not stick may NOT be thrown again. The score registered, stands. If a dart bounces off the board, it is considered a thrown dart even if it does not score. It may not be thrown again. If a dart is thrown before the "throw dart" message lights, the dart is considered thrown and may not be thrown again.

***** ON THE GALAXY II & III DART BOARDS YOU CAN BACK UP WITH THE UP ARROW TO ERASE UP TO 8 DARTS THROWN. IT WILL SHOW YOU EACH DART AND HOW MANY POINTS EACH DART HAD THEN ADD THE POINTS BACK IN TO THAT PLAYERS SCORE. IF YOU ARE TOO SLOW TAKING YOUR DARTS OUT OF THE BOARD AND YOU SCORE ON THE NEXT PLAYERS SCORE, USE THE UP ARROW TO ERASE THE DARTS SCORED.**

**** WE LEFT THE "OUT OF TURN" AND "RULE G" RULES IN BECAUSE IT WILL BE UP TO THE TEAM CAPTAINS TO DECIDE WHETHER A PERSON LOSES A TURN OR TO USE THE BACKUP METHOD ON THE GALAXY II DARTBOARDS.**

F. OUT-OF-TURN: it is each player's responsibility to see the machine is displaying the appropriate player's name prior to throwing any darts. Player **MUST** push the "player change" button, if you do not push "player change" button and you score points, both you & your partner lose a turn. If you **BUST** score goes back to original score before any darts were thrown. It is up to the team captains whether or not to use the Galaxy backup method.

G. IF A PLAYER THROWS WHILE THE MACHINE IS DISPLAYING AN OPPONENT'S NAME:

1. If the player has thrown less than three darts, the machine is advanced to the correct position by use of the "player change" button and you are allowed to throw your remaining darts. The game then proceeds normally with the opponent shooting next.
2. If a player throws all three darts on his opponent's number before the infraction is noticed, that player has completed their turn and the machine is advanced to the proper opponent number the opponent gets their full compliment of three (3) darts and the game proceeds as normal. If a player throws out of turn and ends the game on that turn, their team loses that game.

H. IF A PLAYER THROWS WHEN THE MACHINE IS DISPLAYING THEIR PARTNER'S NUMBER:

1. If a player has thrown all three (3) darts, his turn is complete. The machine is then advanced to the correct player position and play resumes, except that both players from the infracting team lose their next turn.
2. If a player has thrown less than three (3) darts when the infraction is noticed, the machine is advanced to correct player position, and he/she is allowed to throw the remainder of his darts. Machine is advanced to correct player and play resumes, except both players from infracting team lose their next turn.
3. If a player reaches 0 while shooting on his partner's number, that team loses the game.

I. TIE SCORE: In the event of a tie score, first team to reach 0 wins.

J. BYES: Teams who have a BYE, do NOT pay or play.

09. MATCH RULES OF CONDUCT

- A. Distracting other players is not allowed.
- B. Common sense and good sportsmanship shall be used during play regarding any questions that might arise.
- C. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of game, match, or expulsion from the league and forfeiture of all moneys.
- D. Any player caught misrepresenting themselves when shooting in league will be expelled from all dart league activities for one year and will lose all matches involved. Remember we are here to have fun and enjoy ourselves!!

10. FORFEITS – THERE WILL BE NO FORFEITS – GAME MUST BE MADE-UP

1. **DURING SEASON:** When a team fails to show up and not call they will get a \$25.00 fine. If they call to reschedule there will be NO FINE. (Exception made for emergency) The games must be made up as soon as possible. If it is impossible to get together for the make-up match both teams will receive 0 wins and 0 losses & team refusing to make up fined \$24.00 cost of match to go to prize money fund.
2. **A "NO SHOW" WITHIN LAST 5 WEEKS OF THE SEASON:** When a team is a "No Show" within the last 5 weeks that would affect the standings of the 1st, 2nd or 3rd place team, that team will be dropped from the league and all moneys paid in will be forfeited.
3. Any team with a **"NO SHOW" 2 weeks in a row** or 3 for the season will be automatically dropped. All moneys paid in will be forfeited.

11. RESCHEDULING

- A. **RESCHEDULING:** In case of emergency, the rescheduling must be accepted by BOTH teams. Makeup games must be played within 2 weeks of original date and at the convenience of the team that did not postpone the original night of league play or it is considered a forfeit.

12. WEATHER EMERGENCY: In case of bad weather, it is up to the 2-team captains if they feel it is safe for their players to get to the match location scheduled. If they BOTH agree, they can play. However, it is NOT MANDATORY. If the match is not played, it is up to the 2-team captains to reschedule as soon as possible. If a team does NOT call and fails to show up it will be a score of 0 – 0. no wins or losses.

13. STANDINGS – are sent to the dart boards and to anyone via E-mail that has given me their E-mail address and they are out on our website at www.jukeboxlarry.com. The standings will list the teams' position and the individual player's PPD (points per dart) & MPR (marks per round).

14. TIE IN STANDINGS

In case of a tie in standings for 1st, 2nd, or 3rd. The winner will be determined by who won more games when they played head to head.

15. MACHINE MALFUNCTION

In the event the electronics of the machine fails during a game and NO scores register, the captains will write down the last scores before the machine error and the bar will furnish 4 quarters to start the game over. The scores will be punched out to the scores written down by the captains. The game will continue, starting with the same player as when the error occurred. If the machine still does not work, the team captains will decide to call a repairman, or go to the visiting team's home bar to play the game if they have a board available. In the event you go to the visiting team's home bar, it will be common courtesy to trade the next time you are scheduled to play that team so each location has the benefit of a home game. If neither team's home bar has a board available, captains can decide whether to go to another bar to play or to reschedule. If a player causes the game to tilt (end game), by kicking or slamming on the front of the game, that team will automatically LOSE THAT GAME!

16. AWARDS/PRIZE MONEY BREAKDOWN

AWARDS: A sponsor will receive a plaque for 1st place in each Division. A trophy or plaque will go to the top male and top female in each division. Players must have played 75% of total games.

PRIZE MONEY BREAKDOWN: 60% of prize money per team WIN & 40% per team LOSS.

BANQUET DATE, TIME AND PLACE TO BE DECIDED. BANQUET AND TOURNAMENT MUST BE AT THE SAME LOCATION!!!!

17. STATE DART TOURNAMENT

The 2020 State Dart Tournament will be held in The Wis. Dells at the Kalahari from Wednesday, May 13th thru Sunday, May 17th. (If you make it to the finals you come back Sunday)

Sunday)

Eligibility: Anyone may attend the tournament, but you must have played 60 games in a sanctioned league on the same team. Once you have 60 games on one team you can play on any team in the Jukebox Larry's Leagues. If someone from Waukesha needs a fourth player you can play on their team at state. Get your hotel room reservation in **ASAP!**

**** VISIT US AT OUR WEBSITE: www.jukeboxlarry.com Your standings will be posted there weekly, the day after you play. Check out these websites : www.wisconsinindarts.com and www.wamo.net or www.dartarama.com