

# LA-SEX-TON-LAND TUESDAY COMBO LG. DART LEAGUE RULES 2020-21

This is a WAMO sanctioned league.

**SUBS – if you have a sub that plays in another Jukebox Larry League they must use their average from that league to start with. If they do not use their average from the other league, the team that they sub for will forfeit the match. New Subs will use a 20 ppd and a 2 mpr for males a 15 ppd and 1.5 mpr for females, to start with.**

**\*\*\* PRICE: 301 is \$.50, Cricket and 501 is \$.75 \*\*\***

1. **LEAGUE GAME is 6-301** partners open in/open out plus 6 cricket games and 1-501 game. Playing a rotating schedule as listed on the dartboard. A team plays 13 games per nite. 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.
2. **ALL TEAMS** are four (4) players with a roster limit of TEN (10). All rosters **MUST** be turned in before Tuesday September 15th. A team can play with 3 players present. 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 “sponsor” teams once the roster is turned in. Subs may sub for other teams, ppd cannot be more than .75 higher than the player they are replacing, UNLESS both captains agree.
3. **Cost of Play:** \$3.00 per person for a total of \$12.00 per team put into dart board before match begins. \$12.00 per team goes to end-of-year prize money. A one-time fee of \$12.00 is the sanction fee to go to the State Dart Tournament Green Bay, from Wed. May 19 thru May 23. The \$12.00 will be taken out of your prize money, you do not pay an EXTRA \$12.00. Read paragraph at the end of the rules about tournament.
4. **SPONSOR FEE** – will be \$35.00. Of the sponsor fee, \$25.00 will go toward the end-of-year prize money and \$10.00 toward the trophies.
5. **VENDOR FEE** will be **\$20.00** per team for Jukebox Larry (he pays sec. fee also) and \$40.00 for other vendors. The money goes toward end of the year banquet minus secretary expenses.
6. **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 1<sup>st</sup> 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 4<sup>th</sup> player comes BEFORE the 4<sup>th</sup> game is over, he/she CAN play the rest of the games. If the 4<sup>th</sup> player arrives AFTER the 4<sup>th</sup> 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 3/4" 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 **VERIFIED BY BOTH TEAM CAPTAINS BEFORE BEING PUSHED IN TO REGISTER IMMEDIATELY** after it is thrown. A dart thrown that registers but does not stick may **NOT** be thrown again. 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. If dart thrown sticks but scores incorrectly, Captains verify, then back up to erase score and manually score correct number.

**\*\*\* ON THE GALAXY II & III DART BOARDS, YOU CAN USE THE UP ARROW TO ERASE ANY DARTS THROWN OUT OF TURN. YOU CAN BACK UP 8 DARTS. THE BOARD WILL TAKE AWAY EACH DART AND ADD BACK THE POINTS TO THE SCORE.\*\*\***

**F. OUT-OF-TURN:** it is each player's responsibility to see the machine is displaying the appropriate player's number 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.

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

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.

## **7. 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!!

**8. FORFEITS – THERE WILL BE NO FORFEITS IN THIS LEAGUE – “NO EASY WINS” – ALL GAMES MUST BE MADE UP IF YOU CAN NOT MAKE UP THE GAME BOTH TEAMS WILL RECEIVE 0 WINS AND 0 LOSSES**

Any team not showing up for 2 weeks in a row or 3 for the season will be automatically dropped.

All moneys paid in will be forfeited. \$25.00 fine if you refuse to make up match.

**9. SCHEDULING / RESCHEDULING / WEATHER**

A. SCHEDULING: We will play 1 round then split.

B. RESCHEDULING: In case of emergency, the rescheduling must be accepted by BOTH teams.

Makeup games must be played at the convenience of the team that did not postpone the original night of league play.

\*\*\*\* WEATHER EMERGENCY: In case of bad weather, call the captain of the team you are scheduled to play.

It is up to the 2 team captains to decide if their team can get to the home team bar safely. 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.

**10. STANDINGS**

Standings will be sent to you via E-mail if you give me your E-mail address and they will be sent to the WEBSITE ON WED. AM and to the dart boards on Thursday morning. The standings will list the teams' position and the individual player's ppd (points per dart) and mpr (marks per round) and achievements.

**11. TIE IN STANDINGS**

In case of a tie in standings for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place. The team that has won the most games when they played head to head will win 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place.

**12. MACHINE MALFUNCTION**

If the dartboard should shut down while shooting a match, unplug the dartboard and wait 1 minute then plug it back in again. You will get a message “Match has been interrupted do you want to continue” You will then highlite “yes” and push the red button. The dartboard will continue where it was before you unplugged it. You will NOT lose your credits. 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 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 machine errored. If the machine still does not work, the team captains will decide to reschedule, 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!

**13. AWARDS/PRIZE MONEY BREAKDOWN**

A. AWARDS: A sponsor will receive a plaque for 1<sup>st</sup> place. 1<sup>st</sup> place individual plaques or trophies. A trophy or plaque will go to the top male and top female in each division. Players must have played 75% of total games for award eligibility.

B. PRIZE MONEY BREAKDOWN: 70% of prize money per team WIN & 30% per team LOSS.

**14. WAMO STATE DART TOURNAMENT – will be held in Green Bay. If you are in**

Division 1 thru 8 you will be shooting singles on Wed. nite May 19<sup>th</sup>. All others will start on Thurs., May 20<sup>th</sup>

There are 22 divisions at the State Dart Tournament and you are put into a division according to your team PPD average. If all of your team's averages are 14.0 to 15.0 you will be in Division 20. You shoot against other teams from the state of Wisconsin with the same team average as your team.

If you are going to the State Dart Tournament please make your hotel reservation NOW. Always ask for the WAMO Rooms because they are at a discounted price.

**15. ALL SHOOTERS MUST BE OF LEGAL DRINKING AGE!!!!**