

LITTLE TOWN TUESDAY TRAVEL COMBO DART LG. RULES 2019-20

****PLAY THANKSGIVING WEEK NOV 28TH!!****

*****OFF DEC 24TH & DEC 31ST*****

RULING ON TEAM DRINKS: HOME BAR WILL BUY A TEAM DRINK – THE SAME DRINK YOU HAVE BEEN DRINKING ALL NITE!! NO SPECIAL DRINK FOR A “TEAM” DRINK.

HATTRICK: THE HOME BAR WILL BUY A SHOT FOR THE “FIRST” OF THE NITE HATTRICK. If you get a 2nd Hattrick – Congratulations!! Buy your own shot!!

**** 1ST NIGHT START WITH HANDICAP / HANDICAP ALL YEAR ****

*****PPD'S AND MPR'S CAN BE CHANGED AT THE BOARD, AS LONG AS BOTH CAPTAINS AGREE*****

1. LEAGUE GAME is 8- 301, 4-CRICKET & 1- 501 - partners open in and open out. Playing a rotating schedule as listed on the scoresheet or follow the shooting order of the Galaxy II dart board. A team plays 13 games per nite. Starting time: 7:30 pm with a 15-minute grace period. A team captain can call the opposing team captain to see if they would like to start earlier such as 7 pm. If both captains agree they can start at 7 pm. 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** game is played by **ALL EIGHT PLAYERS (2 players per score on dartboard)**.

2. ALL TEAMS are four (4) players with a roster limit of TEN (10). Rosters **MUST** be turned in by Tuesday Sept. 3rd. A team can play with 3 players present (see rule #7). 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. **Open subs all year. All league players must be of legal drinking age. Any team caught using an underage player will be dropped from league & prize money forfeited. You MUST shoot under YOUR name. Do NOT shoot under another persons name. NEW PLAYERS WILL START WITH A PPD OF 20 AND A MPR OF 2 FOR MALES. FOR FEMALES – START WITH A PPD OF 15 AND MPR OF 1.5 *** Type in the subs full name!!!** IF YOU NEED TO MAKE ANY CHANGES TO YOUR ROSTER, CALL LEAH THE DAY BEFORE YOU PLAY. – 262-966-9607 (8AM TO 4PM).**

3. Cost of Play: \$4.00 per person for a total of \$16.00 per week. **All money goes toward year end prize fund.**

4. 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.

5. SPONSOR FEE will be **\$40.00** for each team in the league. Mail in the envelope attached to your sponsor bill. 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. The \$40.00 will go toward the banquet.

6. VENDOR FEE will be **\$20.00** per team for Jukebox Larry (he also pays league Sec. Fee) and other vendors will pay \$40.00 per team. The money goes toward secretary expenses & end of the year banquet.

7. 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.

7. GENERAL GAME RULES – continued

- 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 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.

08. 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!!

09. FORFEITS – NO FORFEITS THIS YEAR FOR WEATHER GAMES MUST BE MADE UP – IF YOU CAN NOT MAKE-UP THE GAMES EACH TEAM WILL GET 0 WINS AND 0 LOSSES. YOU WILL RECEIVE A FORFEIT IF THE OTHER TEAM DOES NOT CALL OR SHOW UP.

Any team with “no shows” **2 weeks in a row** or 3 for the season will be automatically dropped. All moneys paid in will be forfeited.

10. SCHEDULING / RESCHEDULING / WEATHER

A. SCHEDULING: We will play each team once at home and once away.

B. 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. Make-up **MUST** be played at Home Bar listed on schedule.

11. 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 “NO SHOW.”

12. 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).

13. TIE IN STANDINGS

In case of a tie in standings for 1st, 2nd, or 3rd place, we will go back to see who won the most games when they played head to head.

14. 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 go to the visiting team's home bar to play the game if they have a board available. Or schedule a make up match. 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!**

15. AWARDS/PRIZE MONEY BREAKDOWN

AWARDS: You voted to have NO TROPHIES this year. Your payout will be based on 60 percentage to wins & 40 percent to losses.

16. State Dart Tournament

The 2020 State Dart Tournament will be held in The Wis. Dells at the Kalahari. Wednesday May 13th starts the singles divisions. The State Dart Tournament runs thru Sunday May 17th.

Eligibility: Anyone may attend the tournament, but you must have played 60 games in a sanctioned league with the SAME TEAM. You can NOT play 30 games on one team and 30 games on another team to equal the 60 games minimum. 60 games MUST be played on the SAME team, then you can switch teams if you choose to do so. You will receive an Email to let you know when you can start to sign up for the tournament. (Usually in February). Book your rooms ASAP.

"YEAR END PARTY" - Will be at Lebanon Sport Haus.

**** VISIT US AT OUR WEBSITE: www.jukeboxlarry.com other websites to check out are: www.wisconsinindarts.com and www.wamo.net or www.dartarama.com