

# WAUKESHA MONDAY NITE CRICKET RULES – 2019-20

\*\*\* THIS LEAGUE IS NOT SANCTIONED TO GO TO THE STATE TOURNAMENT \*\*\*\*

VISIT US AT OUR WEBSITE: [jukeboxlarry.com](http://jukeboxlarry.com)

## 1. CAPTAIN'S DUTIES AND RESPONSIBILITIES

- a. Be present or send an acting captain to all league matches and meetings.
- b. Inform teammates as to all league rules and regulations. Please read the rules!!
- c. Collect all necessary player fees to be paid directly into the Galaxy II & III Dart Boards.

2. Cost of Play: \$3.00 per person for a total of \$6.00 per week plus quarters for games  
\$6.00 per team goes to end of year prize fund  
Cost of Play: Cricket will be \$.75 per game. 501 will be \$.75

3. The HOME CAPTAIN is responsible making sure his team money is correct before inserting into the dart board. There will be no collection envelopes and no drop off location. Your weekly fee is paid directly into the dartboards. With the Galaxy II & III Dart Boards, it is unnecessary to keep a scoresheet. If a dartboard malfunctions you can go to another location in your league system.

## 4. ROSTERS / PLAYERS / SUBS

- a. There is a maximum of eight players per team (2 regular & 6 subs). Once a team has a full roster, no new players can be added without dropping someone. Dropping players must be done in WRITING or by a phone call to 262-966-9607. If written notice or phone call is NOT received, the new player will be considered illegal.
- b. New Sub must use MPR of 2.50 for men and 1.50 for women – punch this in at the dart board before beginning match.
- c. Teams may add players (up to the limit) until FEBRUARY 1ST with Board Approval.

NOTE: All subs NOT listed on sign-up sheet at beginning of the year MUST be approved by a Board Member BEFORE they play. Failure to get approval from a Board Member will result in taking away all games won in which the illegal shooter played.

- d. If a team member moves, is injured and unable to shoot, or switches work shifts, the team can pick up another player to maintain a 8-man roster ONLY with the PRE- APPROVAL of a Board Member.
- e. If a player must leave during a match due to work-related incident or a family emergency, a sub with no more than .75 higher than or equal to or lower can be brought in. The sub should arrive within 30 minutes. Games in which the sub does not play can be played until the sub arrives. If no sub, resume 1-person format. With the Galaxy II Dart Board you cannot change names in the middle of a match so the sub would have to shoot under the name of the person he is subbing for.

All league players must be of legal drinking age. Any team caught using an underage player will be dropped from league & prize money forfeited.

**5. BOARD MEMBERS - The Dart League Board will go to any location at which any team has had a problem. The Board will settle any and all disputes on rules or behavior. To report any problems call one of your Board Members.**

**CALL BOARD MEMBERS FOR SUB APPROVALS: Board Members are:**

**Dave Hess – 262-893-6391; Scott Pease - 262-442-6969;**

**Mike Shane -414-416-5957 and Jennifer Greene – 262-271-0799**

**Vendors on Board: Jukebox Larry – 262-370-8175**

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**ALL PROTEST MATCHES WILL BE VOTED ON BY TEAM CAPTAINS. IF TEAM CAPTAINS CAN NOT MAKE A DECISION, THE PROTEST WILL BE REVIEWED BY THE BOARD, A MEETING WILL BE CALLED, BOTH CAPTAINS WILL HAVE A CHANCE TO TELL THEIR SIDE AND THE BOARD WILL MAKE THEIR DECISION.**  
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**6. LOCATION & SPONSOR FEE**

**SPONSOR FEE will be \$20.00 for each team in the league and fees are due NOVEMBER 1st. Sponsor Fee goes to prize fund. \*Make checks payable to: JUKEBOX LARRY'S VENDING**

**If fee is NOT paid by the end of the dart season, it will be deducted from the team's end of year prize money.**

**7. VENDOR OPERATOR FEE**

**VENDOR FEE will be \$20.00 for each team in the league and fees are due JANUARY 1st.**

**\*Make checks payable to: JUKEBOX LARRY'S VENDING \*\*This fee goes toward the year end banquet, complimentary to all dart players, tavern owners, & vendors.**

**8. MATCH RULES OF CONDUCT**

- a. Distracting other players is not allowed.**
- b. Stay behind player shooting to give that player plenty of room.**
- 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. Flagrant violations must be documented and submitted to the league board, who After review, will take appropriate action. 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!!**

**9. GENERAL GAME RULES**

- a. STARTING TIME: 7:30pm with a 15 minute grace period. The two players that start a match must be the ones that finish match (See "Except Rule B"). If a team is not there after 15 minutes, the 1st game is forfeited. If not there by the end of first game, ALL games are forfeited.**
- 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.**

10. **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  $\frac{3}{4}$ " from shaft to flight edge and may not have more than four (4) wings.
  3. They must NOT exceed 18 grams in weight each. In the event someone may have used darts exceeding 18 grams the games that player shot in will be forfeited. Darts may not have broken or cutoff tips.
11. **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.

12. **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. If a player reaches 0 while shooting on his partner's number, that team loses the game.

\*\*\* GALAXY II & III DART BOARDS HAVE A BUILT IN FEATURE THAT ALLOWS YOU TO USE THE UP ARROW AND ERASE UP TO 8 DARTS THROWN OUT OF TURN. IF A PERSON DOES NOT PULL OUT HIS DARTS IN TIME AND SCORES ON THE NEXT SHOOTERS SCORE, YOU CAN PUSH THE UP ARROW AND IT WILL ERASE EACH DART THAT SCORED AND ADD BACK THE NUMBER TO THEIR SCORE. IF YOU HAVE 2 "BOB'S" ON A TEAM AND ONE SHOOTERS FOR THE OTHER YOU CAN ERASE THE 3 DARTS THROWN AND HAVE THE CORRECT BOB SHOOT.

13. **TIE SCORE:** In the event of a tie score, first team to reach 0 wins. 7.  
**BYES:** Teams who have a BYE, do NOT pay or play.

**14. THERE WILL NO LONGER BE FORFEITS – ALL MATCHES MUST BE MADE-UP**

- a. **DURING SEASON:** When a team fails to show up and not call, they will be fined \$25.00 unless they arrange to make this match up as early as possible. Emergency situations are an exception. When a "no show" occurs, the two team captains must reschedule the match as soon as possible. In the event it is not possible to make-up the match, the team that was a "no show" will pay a \$25.00 fine and neither team will get wins or losses for that match.
- b. **"NO SHOW" WITHIN LAST 5 WEEKS OF THE SEASON:** that team will be dropped from the league and all moneys paid in will be forfeited.
- c. Any team with a "no show" 2 weeks in a row or 3 for the season will be dropped All moneys paid in will be forfeited.

**15. SCHEDULING / RESCHEDULING / OVERSCHEDULING / WEATHER**

- a. **SCHEDULING:** You will play each other 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.

**\*\*\*\* 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 forfeit.

#### **16. STANDINGS**

Standings will be sent to each dart board via the phone modem and to each person that gives me an E-mail address. If you want the standings mailed to you, you need to request that by calling me. The standings will list the teams' position and the individual player MPR average.

#### **17. TIE IN STANDINGS**

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

#### **18. 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 quarters to start the game over. Unplug the dart board – wait 60 seconds and plug the board back in. This enables the dart board computer to reboot. 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 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!

#### **19. AWARDS - PRIZE MONEY BREAKDOWN & BANQUET**

a. AWARDS: A sponsor will receive a plaque for 1st place team. Individual trophies or plaques will go to the 1st place team.

b. Player must have played 75% of total games for award eligibility

c. PRIZE MONEY BREAKDOWN: 70% of prize money per team WINS  
30% of prize money per team LOSSES.

**BANQUET:** The Annual End of Year Awards Banquet will be one week after last match. Location will be decided at a later date.