

**JUKEBOX LARRY'S**  
**WAUKESHA CITY DART LEAGUE**  
**CAPTAIN'S GUIDE**  
**2022-2023**  
**SEASON**

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JUKEBOX LARRY'S OFFICE: 262-966-9607 (Mon – Fri, 8am – 3pm)

**\*\*\* CRICKET DOUBLES GOING TO STATE, START ON WED. MAY 17**

**STATE DARTS IS MAY 17<sup>TH</sup> THRU CHAMPIONSHIPS ON MAY 21<sup>ST</sup>.**

**STATE DARTS WILL BE IN LACROSSE - 2023**

WEBSITE: [www.jukeboxlarry.com](http://www.jukeboxlarry.com)

# RULES FOR 2022-23

**\*\*\*\* ALL SHOOTERS MUST BE 21 AT START OF DART SEASON \*\*\*\***

**\*\*\*IF YOU ARE PLAYING IN A GAME – YOU MUST STAY NEAR THE DARTBOARD!!! NO SMOKING, GETTING DRINKS OR BATHROOM BREAKS DURING A GAME!!!\*\*\***

E-MAILS TO ME – PUT YOUR NITE AND LEAGUE NAME OR COLOR ON SUBJECT LINE TO:  
dart6dartout@gmail.com

SUB RULE: A SUB MAY SUB FOR OTHER TEAMS. EXAMPLE: SUB “A” SUBS FOR CLUB 400 ONE WEEK AND HE/SHE CAN SUB FOR SPORTIES THE NEXT WEEK. THE SUB RULE MUST ALSO APPLY - YOU CAN NOT HAVE A PPD HIGHER THAN .75 ABOVE THE PERSON YOU ARE SHOOTING FOR. THE TWO TEAM CAPTAINS PLAYING THE MATCH MUST AGREE TO USE THE SUB. YOU MUST GET PRIOR APPROVAL FROM A DART BOARD MEMBER WHEN USING A NEW SUB. IF THE SUB IS NOT APPROVED BY A BOARD MEMBER, ALL GAMES PLAYED BY THAT SUB WILL GO TO THE OTHER TEAM AS WINS. \*\*\* IF YOU HAVE A SUB THAT PLAYS IN ANY OTHER JUKEBOX LARRY LEAGUE, THEY MUST USE HIS/HER AVERAGE FROM THAT LEAGUE!!\*\*\*

IF A TEAM DROPS OUT – NO TEAM IS ALLOWED TO TAKE ITS PLACE. IT BECOMES A “BYE” IN YOUR LEAGUE. SEE THE COMPLETE RULE IN YOUR RULE BOOK.

IF YOU ARE PLAYING 501 IN YOUR LEAGUE AND YOU HAVE A HANDICAP, THAT HANDICAP APPLIES TO THE 501 GAME AS WELL AS THE 301 GAMES.

## HANDICAP LEAGUES (ALL LEAGUES ARE REVERSE HANDICAP)

FIRST WEEK IS OPEN IN, OPEN OUT. IF YOU DID NOT SHOOT DARTS LAST YEAR, YOU WILL START WITH PPD 20.0 MPR 2.5 FOR MEN AND 15.0 PPD MPR 1.5 FOR WOMEN. THIS RULE ALSO APPLIES TO NEW SHOOTERS. NEW SHOOTERS MUST USE THEIR PPD FROM ANY OTHER LEAGUE THEY SHOOT IN.

HANDICAP THIS YEAR IS THE REVERSE HANDICAP. LOWER PPD'S WILL START WITH A LOWER NUMBER. HIGHER PPD'S WILL START WITH A HIGHER NUMBER.

## STATE DART TOURNAMENT

YOU MUST HAVE PLAYED 60 GAMES WITHIN THE SAME LEAGUE SYSTEM TO BE ELIGIBLE FOR THE STATE DART TOURNAMENT. YOU CAN PUT TOGETHER ANY 4 TO 6 PLAYERS FROM THE SAME LEAGUE SYSTEM PROVIDED YOU HAVE STATS TO PROVE YOU HAVE PLAYED 60 GAMES THE STATE DART TOURNAMENT FOR 2023 - WED. MAY 17 THRU SUN. MAY 21, IN LACROSSE. CALL THE HOTEL AS SOON AS POSSIBLE TO BOOK YOUR ROOM. SOME SHOOTERS DECIDE NOT TO GO AND CANCEL THEIR ROOMS OR SOME BOOKED TO MANY ROOMS AND WILL CANCEL THEIR EXTRA ROOMS SO CALL BACK IN APRIL IF THEY ARE ALREADY BOOKED NOW. \*

## A. CAPTAIN'S DUTIES AND PLAYER FEES

1. Be present or send an acting captain to all league matches and meetings.
2. Inform teammates as to all league rules and regulations. Please read the rules!!
3. Collect all necessary player fees and insert into the Dart Board.

Cost of Play: \$4.00 per person for a total of \$16.00 per week plus quarters to play match games.  
\$13.50 per team goes to end of year prize fund

**Price of Games: The price of 301 will be \$.50 and the price of cricket is \$.75 the price of 501 is \$.75**

**\*\*\* The Galaxy III Dart Boards will collect the league fee into the dart board then insert money for games. All money can be paid into board before matches begin. Read Instruction Sheet.**

4. **SANCTION FEE.** Every person qualified for the State Dart Tournament in the Waukesha City Dart League will pay a one-time sanction fee of \$5.00 per player. The fee will be deducted from your end of year prize money. This entitles every team to play in the yearly WAMO State Dart Tournament. The 2023 WAMO Dart Tournament will be held in LaCrosse, Wed., May 17 thru Sunday, May 21, 2023.
5. The **HOME CAPTAIN** is responsible for money inserted into dart board. It is suggested that both captains verify the amount of money and then insert into dart board. If the dart board fails, you will go to the visiting teams location to play the match. (When you play that team again, you will play at the bar that the dartboard malfunctioned.) If there is NOT a board available at the visiting team's bar then you can play the match at any bar in your league. Sporties and Cue Club will have all leagues on there dart boards so you can go there if a board is available.

## B. ROSTERS / PLAYERS / SUBS

1. There is a maximum of ten players per team. Once a team has a full roster, no new players can be added without dropping someone. You **MUST** get a new sub approved by a board member.

**2. Teams may add players (up to the limit) until FEBRUARY 1<sup>ST</sup> 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.

3. New subs may have up to a .75 higher P.P.D. than the person they are subbing for.  
New Female Sub: ppd 15.0 mpr 1.50 New Male: ppd 20.0 mpr 2.50  
These are used for handicap leagues and used to place teams in leagues at year's start.
4. 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 10-man roster **ONLY** with the **PRE-APPROVAL** of a Board Member.
5. If a player must leave during a match due to work-related incident or a family emergency, a sub 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 3-person format. With the Galaxy III 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.
6. **All league players must be of legal drinking age.** Any team caught using an underage player will be dropped from league & prize money forfeited.
7. **A sub may sub for another team if both captains agree and if their ppd is no higher than .75 above the person they are replacing.**
8. **If a team drops out during the 1<sup>st</sup> half all wins and losses from teams played will be taken away. If a team drops out during the 2<sup>nd</sup> half, all wins and losses from teams played will be taken away in the 2<sup>nd</sup> half only. NO NEW TEAM CAN TAKE THEIR PLACE.**

## C. 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:** 2022-23 Board Members are:

Scott Pease - 262-442-6969 (EMAIL – sbpease56@gmail.com) Mike Shane -414-416-5957 (EMAIL – [mas21coach@yahoo.com](mailto:mas21coach@yahoo.com)) and Jennifer Greene – 262-271-0799 (EMAIL – earnh8rdtjr@yahoo.com)  
Vendors on Board: Jukebox Larry – 262-370-8175

\*\*\*\*\*  
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.  
\*\*\*\*\*

**D. LOCATION & SPONSOR FEE**

1. **SPONSOR FEE** will be \$40.00 for each team in the league and fees are due **NOVEMBER 1<sup>st</sup>**.  
\*Make checks payable to: JUKEBOX LARRY'S VENDING  
Sponsor fee: \$35.00 to prize fund \$5.00 to secretary supplies.

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

**E. VENDOR OPERATOR FEE - \$20. for Jukebox Larry (he pays sec. salary)**

**OTHER VENDORS FEE** will be \$40.00 for each team in the league and fees are due **JANUARY 1<sup>st</sup>**.  
\*Make checks payable to: JUKEBOX LARRY'S VENDING Fee goes to trophies, prize money, and website.

**F. MATCH RULES OF CONDUCT**

1. **Distracting other players is not allowed.**
2. Common sense and good sportsmanship shall be used during play regarding any questions that might arise.
3. 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.
4. 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.
5. **NO CROWDING THE SHOOTER AT THE LINE – KEEP A SAFE DISTANCE FROM SHOOTER.**
6. Remember we are here to have fun and enjoy ourselves!!

**G. GENERAL GAME RULES**

1. **STARTING TIME:** 7:30pm with a 15 minute grace period. The four 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 1<sup>st</sup> game is forfeited. If not there by the end of first game, ALL games are forfeited.
2. 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!!!**
2. 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 partners score must be lower than your 2 opponents combined score in order to win the game.
3. **DARTS:** Players may use their own, if meeting the following requirements:
  - a. They must be plastic tip darts.
  - b. 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.

- c. They must **NOT exceed 20 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.
4. **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.
5. **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.
6. If a player reaches 0 while shooting on his partner's number, that team loses the game.

**\*\*\* GALAXY 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 SHOTS FOR THE OTHER YOU CAN ERASE THE 3 DARTS THROWN AND HAVE THE CORRECT BOB SHOOT.\*\*\***

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

## **H. FORFEITS –**

### **CAPTAINS MUST MAKE SURE I HAVE YOUR CORRECT PHONE NUMBER ALL YEAR**

If you do **NOT** call and do **NOT** show up to shoot it will be a **FORFEIT** and the team that showed up to shoot gets **ALL THE WINS**. If you called the captain of the team to let them know you could **NOT** shoot, you have 2 weeks to make that match up at the convenience of the Captain that was there to shoot. If game is **NOT** made up within the 2 weeks following the postponed match the team that refuses will pay for both team league fees and the other team gets wins. **IF A TEAM FORFEITS A MATCH IN THE LAST 6 WEEKS OF LEAGUE PLAY, THEY WILL FORFEIT ALL PRIZE MONEY FOR THE YEAR.**

## **I. SCHEDULING / RESCHEDULING / OVERSCHEDULING / WEATHER**

1. **SCHEDULING:** You will play each other even rounds depending on # of teams in division.
2. **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**. The 2 team captains **MUST** call each other and not assume the games are canceled. If the match is not played, it is up to the 2 team captains to reschedule as soon as possible or at the end of the season or on a weekend or play a double header next time you are scheduled to play that team.

3. **OVERSCHEDULING:** It is extremely difficult to coordinate 5 to 6 leagues shooting on the same night so that teams will be home and away. There may be a night when too many teams are at home. We are asking each team captain to handle this by going to the visiting team's location if a board is available, and the next time you are scheduled to play that team, they should return the courtesy by playing at your home location.

## **J. STANDINGS**

Standings will be sent to each dart board via the phone modem and to each person that gives me an E-mail address. The standings will list the teams' position and the individual player P.P.D. average and achievements. The Gold and Blue Leagues will also show M.P.R. average and achievements.

## **K. 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. We will go back and see who won head to head.

## **L. 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. 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 in their league to play or to reschedule. Cue Club & Sporties, will have all leagues on their dart boards. 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!

#### **M. CITY TOURNAMENT – TBD**

#### **N. AWARDS - PRIZE MONEY BREAKDOWN**

1. **AWARDS:** A sponsor will receive a plaque for 1<sup>st</sup> place teams. Individual trophies or plaques will go to the 1<sup>st</sup> place teams. Trophies/plaques will go to the top male and top female in each league. Player must have played 75% of games for award eligibility.
2. **PRIZE MONEY BREAKDOWN:** 70% of prize money per team WINS  
30% of prize money per team LOSSES.

#### **O. STATE DART TOURNAMENT**

The 2023 State Dart Tournament will be held in LaCrosse.

Wed. May 17 starts the Cricket Doubles; thru Sunday May 21. PLEASE CALL FOR HOTEL ROOM ASAP

**Eligibility:** Anyone may attend the tournament, but you must have played 60 games in a sanctioned league. We will inform you when you can start signing up for the State Dart Tournament.

**\*\*Rules say “any player from the same league system”. That means from any league in the Jukebox Larry’s System – not just Waukesha.**

**\*\*TO QUALIFY FOR THE STATE DART TOURNAMENT – YOU MUST HAVE 60 GAMES IN BY JANUARY 10<sup>TH</sup>!\*\***

**\*\*YOUR GAMES WILL NOW BE TIMED – YOU HAVE 45 SECONDS TO THROW EACH DART – IF YOU ARE IN A GAME, MAKE SURE THAT YOU ARE BY THE DARTBOARD OR YOU WILL LOSE YOUR TURN!\*\***