



RULES

Rev. 09 01 2014

FOREWORD:

*League play is about competitive fun and our rules are designed to ensure that. With that being said- never attempt to use any rule out of the context for which it was written. Never allow misplaced competitiveness to over shadow the real purpose of the league, which is to **THROW DARTS, RELAX AND HAVE FUN!!!!***

As a league member you are expected to read, understand and agree to the rules set forth. Your entry into the league system signifies your willing acceptance and compliance.

This rule set is drawn from the 2014 Tournament Of Champions Extreme-Team League Rules in attempt to simplify play. The online play subjects contained in the Extreme-Team Rules have been edited out as they do not apply to most local league situations. If any particular subject is not covered here we will consult those rules first and then make our own amendments if necessary.

If you have a problem or question consult these rules first. If the answer is not contained herein then contact the League Administrator. Response normally occurs with one business day. Note that the Administrator does not set policy and therefore cannot change rules. The Administrator is also not a personal assistant so if the answer to your question or solution to your problem is contained within these rules, you will be directed back to them.

The Administrators role is to act as organization liaison between the players, sponsor locations and the League Operator as well as daily management of leagues, schedules, statistics, funds collection and allocation, data entry and maintenance, award proceedings and player assistance.

To contact the administrator you may email to: xxxxxxxxxxxxxxxx
or phone between the hours of: xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Please be patient while messages and requests are processed.

**EQUIPMENT MALFUNCTION ISSUES SHOULD BE DIRECTED TO THE LEAGUE OPERATOR ONLY!
785-238-3076**

League Fees:

Fees include an annual NDA Member Sanctioning fee and weekly fees as follows:

Member Sanction Fees (one time annually):

- Member Sanction Fees are a mandatory, one time per year fee of \$8.00 and must be paid on or before league play begins. Failure to pay sanction fees will prevent your team from being entered.
- Substitutes must also pay sanction fees the first night they play (paid to sponsor location and to be picked up by League Staff). Failure to pay Substitute Sanction Fees will result in penalizing team winnings or removal from league.
- *100% of these fees go to the National Dart Association (NDA) to promote the sport of darts on a global level and host the annual National Team Dart Tournament that you are then eligible to participate in.*

Prize Fund Fees (weekly):

- The prize fund is paid as part of the weekly dues and is what is accumulated over the season to be disbursed at league end in a fashion determined by the league players.

Game Cost Fees (weekly):

- These weekly fees pay for the games you will play on the dart boards and are determined by the type and number of games league players want.

Administration Fees (weekly):

- Players are charged .50 per player, per week in addition to whatever prize fund and game cost the league players elect to organize.
- Weekly fees are paid into the dart boards on league night. The matches cannot be played until the fees are paid.

Additional Benefits to participating in B&K Sanctioned Leagues:

- Participating in sanctioned B&K Dart Leagues enables players who meet certain standards an opportunity to compete annually in:
 - The PPD Tournament of Champions
 - The Extreme-Team Dart Tournament
 - The NDA Team Dart Tournament.
- You can visit www.dartstoc.com and www.ndadarts.com for complete information on each organization's requirements and benefits.

League Options:

- Capped or Non-Capped, Handicapped or Non-handicapped. (Player History Ratings drawn from www.dartstoc.com or determined by their rules set.)
- 4 Person, Triples, Doubles teams.
- Custom or standard game types and configuration. (Subject to League Operator Approval. Combined 15 game minimum for PPD TOC Tournament eligibility).
- Basic weekly Prize Fund amount per player + *optional* Positional Bonus of \$1.00 per player.
- Starting Date

- Maximum number of teams (League length)
- Prize Fund payout method by Wins Only, by Wins + Positional Bonus, or Custom (Subject to League Operator Approval).

Scheduled Byes:

- Teams scheduled against a “BYE” receives 0 wins and team fees are not paid.

Prize Fund Payouts

- The League Administrator distributes prize money to Team Captains normally within two weeks of league's end in accordance with how the league was set up at the beginning.

Team Captain Responsibilities:

- Provide a contact phone number at time of team entry and agree to its distribution to other Team Captains for rescheduling purposes and other common communication needs.
- Are responsible for adhering their team to league rules.
- Collection, submission and updating complete player information and player membership fees.
- Ensuring matches are set up correctly on the boards each league night.
- Initiating protests and submission of protest fee.
- Contacting League Administrator for any play related questions.

Protesting Matches:

- Only in the event of a violation of the rules may a match protest be filed.
- All games must be completed if possible.
- Wins will not be awarded or penalized, only a determination to reschedule or not.
- A protest form must be completed and a \$20 deposit made within 7 days of match in question.
- Successful protests result in return of deposit. Failure result in loss of deposit to general league fund.

Substitutes:

- Subs are limited to 2 per team, per match.

Age Requirements:

- Because some locations may be adult (21+) only, all players should be at least 21 years of age to play in league. Players under 21 must notify and have approval from the location before entering.

Releasing A Player:

- If a player is listed on the team roster from league start or has played on that team for 6 or more weeks they must be “released” before playing for another team in that league. The Team Captain must notify the League Administrator in writing (note, email or text) of the release.

Illegal Players:

- Players found to have played illegally shall have those wins stricken from record.

Start Times and Grace Periods:

- League start time is stated on schedule. Matches may start earlier or later so long as both teams agree prior to the scheduled date and time of the match.
- There is a 15 minute grace period for start time.
- If a team does not have all players present and able to start the match the two teams must agree to a reschedule of the match within 3 weeks and the League Administrator must be notified in writing (note, email, text) by both teams.
- Unnecessary delays of play constitutes a foul. Non-offending team shall report any problems to their local league coordinator to initiate possible disciplinary action.

Machine Errors

- Malfunctions may require a match move or reschedule. Both team captains must decide whether to continue play, move to another board or reschedule the match.
- All missed matches must be played and the League Administrator notified in writing of reschedules.

Throw Line

- Throw lines are eight feet from board *face*. Players throw from behind the throw line.
- Players may lean over foul line as long as they do not touch the floor there before the dart scores.

Manually Scoring Darts

- A dart that sticks in the target or a dart flights another dart but does not score, or was thrown before the player change, may be scored manually only after agreement of both teams.

Players Shooting On Wrong Turn

- If caught soon enough and both teams agree, back up the game to allow the correct player to throw. If not caught soon enough, that team loses the next players turn by pushing the Player Change Button.

Errors during the automatic handicapping round (Spot Dart Leagues)

- When any of player errors described above occur during the automatic handicapping round, the correction(s) described above must be made in the next turn for the player because the game cannot be backed up during automatic handicapping round(s).

Player Etiquette, Good Sportsmanship and Ethics

- Poor sportsmanship and unethical conduct will not be tolerated. Negative or abusive behavior or attempt to circumvent the intended meaning of our rules will result in disciplinary action or removal.
- We reserve the right to address misconduct once reported stemming from any darting activity including any organized dart play whether sanctioned or not.
- Players are required to conduct themselves in a positive manner and work with other league members to resolve problems quickly and reasonably.
- Be prepared to throw when it's your turn and do not delay the match for any reason.
- Unethical conduct such as, but not limited to, accepting or requesting gratuities from a Location

Owner, League Administrator or League Operator, abuse of equipment, poor sportsmanship, unwillingness to reschedule a match or attempts to manipulate league standings or rules is unacceptable.

- Infractions may be grounds for forfeiture of match, probation, expulsion, forfeiture of prize monies, banishment from tournaments or forfeiture of current points standing position.

Missed Matches, Reschedules, Team Removal:

- In the event a team is unable to play it is the Team Captain's responsibility to notify the opposing team as soon as this is known. Do not wait until the day of the match to contact the other team.
- Teams failing to complete a scheduled match have 3 weeks to reschedule and complete that match.
- It is BOTH teams responsibility to make reschedule arrangements with the each other. The League Administrator MUST be provided documentation from BOTH TEAMS via written notification (hand written note, email or text) of missed matches and their rescheduled dates.
- Documentation is for YOUR benefit, all decisions are based on what written information is available.
- In the event that a team has 3 matches missed without having the previous 2 already confirmed with the Administrator as rescheduled, that team will be removed from the league, will forfeit all paid monies to general league fund and will not be eligible for winnings.
- In order to keep winning potential even and fair for all- teams having played said removed team will have those wins (if any) edited out and prize fund fees for that match returned at leagues end.
- Teams that had upcoming matches with a removed team will now have a "bye" and are not required to pay that week's fees.

Eligibility for tournament certificates, vouchers or other issuance after team removal from league:

- There is reasonable concern and even evidence supporting the situation where players may accumulate so many points during play as to assure their entry into some tournaments without the need to complete their obligation to a given league. In other words- they just stop playing. While this may seem to be earned by dedicated play, it does create a disadvantage to other players still competing for position, effectively limiting the possibility to earn greater position. It also violates the sponsoring location's agreement with you to play in its establishment and denies the league operator a reasonable return on it's investment into the league system.
- It should be known that we understand there is another possible side to the story- namely having veteran players fostering participation by teaming with new players, risking that the new players will not complete their obligation and cause a team to be removed. While fostering is a goal of any league system, it still creates the possibility of the aforementioned problems that has no apparent remedy.
- Therefore members of teams being removed from a league for violating the above rule will still be eligible for certificates, vouchers or other issuance but will have the points accumulated from that league towards those issuance removed from their standings. Fortunately there are frequent SBT's available to make that loss up.
- We will continue to explore solutions to all potential league problems, but for now clarification to this particular problem was warranted and the ruling stands as defined.