



**BLACKHAWK MUSIC CO.
STERROCK COMBO DART LEAGUE RULES
2008- 2009 SEASON
(815) 626-0405 OR (800) 252-1354**

COMMON LEAGUE RULES:

1. THE FIRST SIX GAMES WILL BE HANDICAPPED 501, OPEN IN /OPEN OUT, WITH THE SECOND SIX GAMES BEING HANDICAPPED CRICKET. BEFORE BEGINNING PLAY ONE REPRESENTATIVE FROM EACH TEAM WILL TAKE THE PREVIOUS WEEK'S STANDING AND VERIFY THE PPD (POINTS PER DART) AND MPR (MARKS PER ROUND) FOR EACH PLAYER ON THEIR TEAM. THE GALAXY SYSTEM USES THE PLAYER'S PPD AND MPR DETERMINING WHICH PLAYERS WILL START HANDICAPPED (AT A SCORE LOWER THAN 501) AND WHO WILL REMAIN AT 501 AND WHO WILL START WITH MARKS ON THEIR NUMBERS AND WHO WILL NOT. **ANY PLAYER WHO HAS NOT SHOT BEFORE WILL NOT HAVE A PPD OR MPR ENTERED AND WILL START AT 501 AND WITH NO MARKS.** THE THIRTEENTH GAME WILL BE 501 TEAM DOUBLES WITH ALL EIGHT (8) PLAYERS PARTICIPATING. **FOR THE FINAL 501 GAME, THE GALAXY GAME DECIDES WHICH TEAM WILL START.**

THE OBJECTIVE OF CRICKET IS TO CLOSE ALL NUMBERS AND HAVE A SCORE EQUAL TO OR GREATER THAN THE OPPONENT. TWO PLAYERS ALTERNATE ROUNDS AND GAMES SO THAT EACH MEMBER PARTICIPATES IN A PREDETERMINED ORDER. THE NUMBERS USED IN CRICKET ARE 15 THRU 20 AND THE BULLSEYE. TO OWN/CLOSE A NUMBER, 3 DARTS MUST BE SCORED IN THAT PARTICULAR NUMBER. A DART IN THE TRIPLE RING SCORES 3 (MARKS), IN THE DOUBLE RING SCORES 2 (MARKS) AND IN THE SINGLE SECTIONS 1 (MARK) RESPECTIVELY. AFTER THE NUMBER IS CLOSED, ALL HITS IN THAT NUMBER SCORE THE NUMERICAL VALUE OF THE NUMBER. THE PLAYER OWNING THE NUMBER CONTINUES SCORING WITH EACH HIT UNTIL THE OPPONENT CLOSSES THE NUMBER BY ALSO HITTING IT 3 TIMES. ONCE A NUMBER IS CLOSED BY BOTH TEAMS, NO PLAYER MAY SCORE IN THAT NUMBER - IT HAS BEEN ELIMINATED FROM THE GAME.

THE OBJECT OF 501 IS TO BE THE FIRST PLAYER TO REACH ZERO EXACTLY. THE WINNING TEAM IS THE TEAM WITH THE LOWEST COMBINED SCORE. FOR EXPLANATION OF THE "FREEZE" RULE, SEE RULE 42.

2. THERE WILL BE A \$50.00 NON-REFUNDABLE SPONSOR FEE FOR EACH TEAM SPONSORED. ONCE A ROSTER HAS BEEN TURNED IN, SPONSOR FEE PAID AND THE LEAGUE SCHEDULE POSTED, THE BAR LOCATION THEN HAS THE RIGHTS TO THAT TEAM AND THE SPOT ON THE SCHEDULE.
3. LOCATIONS MAY HAVE ONLY TWO TEAMS PER DART BOARD PER LEAGUE. DART BOARD MUST BE THE PROPERTY OF BLACKHAWK MUSIC CO.
4. ALL GAMES SHALL HAVE FOUL LINES POSITIONED AS FOLLOWS: 8 FEET FROM THE FACE OF THE DART HEAD TO THE FRONT OF THE FOUL LINE. PLAYERS THROW FROM BEHIND THE FOUL LINE. PLAYERS WILL BE ALLOWED TO LEAN ACROSS THE FOUL LINE WITH TRAIL FOOT, AS LONG AS THE TRAIL FOOT DOES NOT TOUCH THE FLOOR BEFORE THE DART SCORES. FIRST VIOLATION OF THIS RULE WILL RESULT IN A WARNING FROM THE TEAM CAPTAIN. THE SECOND VIOLATION OF THIS RULE RESULTS IN FORFEITURE OF THE GAME.
5. PLAYERS MAY USE THEIR OWN DARTS, AS LONG AS THEY ARE PLASTIC TIP DARTS, DO NOT EXCEED EIGHT (8) INCHES IN LENGTH, **DO NOT EXCEED EIGHTEEN (18) GRAMS EACH IN TOTAL WEIGHT**, AND DO NOT HAVE BROKEN OR CUT OFF TIPS. DARTS WILL BE INSPECTED UPON REQUEST. **IT IS RECOMMENDED THAT DARTS WEIGH AT LEAST 12 GRAMS OR PLAYER'S SCORES MAY NOT REGISTER.** OTHERWISE, BAR DARTS WILL BE SUPPLIED BY EACH LOCATION OPERATING A GAME. IF A PLAYER IS FOUND SHOOTING WITH DARTS THAT EXCEED THE EIGHT INCH AND/OR EIGHTEEN GRAM LIMITS, THE GAMES PLAYED WHILE USING THE ILLEGAL DARTS MUST BE FORFEITED.
6. PLAYERS PAY **\$5.00 PER WEEK DUES** (all money will be put back into the prize money], , AND ALSO PAY OWN

QUARTERS FOR MACHINES. ALL TEAM FEES MUST BE DEPOSITED IN DART BOARD IN ORDER TO START LEAGUE PLAY. ANY TEAM THAT IS SHORT IN LEAGUE FEES, CAN NOT START LEAGUE PLAY, AND WILL FORFEIT ALL GAMES IN THEIR MATCH.

7. **ALL PLAYERS THAT PLAY THREE OR MORE TIMES DURING THE SEASON MUST PROVIDE THEIR NAME, COMPLETE MAILING ADDRESS AND PHONE NUMBER FOR SANCTIONING IN THE NATIONAL DART ASSOCIATION (N.D.A.). THE COST OF SANCTIONING IS \$7.00 PER PLAYER PER YEAR.**
7. TO PARTICIPATE IN ANY BLACKHAWK MUSIC CO. LEAGUE, ***ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE.***
8. **NEW WEATHER RULE**

We do want everyone to be safe so if you are uncomfortable driving to darts or pool due to poor weather conditions you can reschedule your match. If you chose to do so, the procedures outlined below need to be followed. Blackhawk will **NOT** automatically forfeit matches on nights of bad weather if all the following steps are taken:

The team choosing to cancel a match due to weather conditions must do so **by 6:00 P.M** on the night of the match. The team wishing to cancel must contact the opposing team's contact person. **(A list of players and phone number were included with your team packets). Either team may cancel due to weather conditions. The other team can not contest that decision.** The team wishing to cancel the match must also call the "home" location of the match to let them know that the evening's match will not be played. Call Blackhawk Music Company at 1-800-252-1354 the next business morning to let them know the match was not played. The cancelled match must be made up as soon as possible. The rescheduled match **MUST BE PLAYED AT THE SAME LOCATION AT WHICH IT WAS ORIGINALLY SCHEDULED. Blackhawk must also be notified as to when the make-up match is scheduled before the teams play the match.**

On league nights with bad weather the Blackhawk Service Technician may not be available to run service calls on league dart machines.

- 7.
9. **IN ORDER TO DEFEND THEIR TITLE, THE FIRST PLACE TEAM FOR THE CURRENT YEAR MAY PLAY TOGETHER FOR A SECOND YEAR. REGULAR PLAYERS ARE DETERMINED BY THE NUMBER OF TIMES THEY HAVE PLAYED DURING THE YEAR. THE TEAM IS CONSIDERED THE SAME TEAM IF AT LEAST THREE OF THE PLAYERS HAVING THE HIGHEST NUMBER OF GAMES PLAYED REMAIN TOGETHER. IF THAT TEAM PLACES FIRST IN LEAGUE PLAY FOR TWO CONSECUTIVE YEARS, THEY MUST DISBAND. *NO MORE THAN TWO MEMBERS OF THE TEAM MAY PLAY ON THE SAME TEAM THE FOLLOWING YEAR.***
10. **LOCATIONS ARE NOT OBLIGATED TO PROVIDE FOOD, DRINKS, SHIRTS, ETC. TO PLAYERS IN THE LEAGUE. BARS WILL NOT CHARGE A COVER TO DART PLAYERS DURING LEAGUE PLAY.**

PLAYER ELIGIBILITY RULES:

11. **THIS LEAGUE WILL HAVE AN OPEN ROSTER. ANY PLAYER WHO SHOOTS FOR A TEAM TWICE WILL BE CONSIDERED PART OF THAT TEAM'S ROSTER AND MAY NOT SHOOT FOR ANOTHER TEAM UNLESS RULE 14 IS FOLLOWED. DURING THE LAST WEEK OF THE SEASON, IF A PLAYER IS NOT ALREADY ON YOUR ROSTER AND SHOT AT LEAST TWICE ON YOUR TEAM, THEY WILL BE CONSIDERED A ILLEGAL PLAYER.**
12. **AWARDS ARE TRACKED FOR REGULAR TEAM MEMBERS AND REGULAR SUBSTITUTES ONLY!! ONCE BLACKHAWK MUSIC CO. HAS BEEN INFORMED THAT A RTM OR A REG. SUB HAS BEEN REMOVED FROM A TEAM ALL OF THAT PLAYERS FEATS ARE LOST.**
13. **ANY USE OF AN ILLEGAL PLAYER OR SUB RESULTS IN FORFEITURE OF ALL GAMES PLAYED BY THE ILLEGAL PLAYER. IT IS THE CAPTAINS RESPONSIBILITY TO MAKE SURE ALL PLAYERS ARE LEGAL AND HAVE NOT BEEN BANNED FROM PLAYING IN A BLACKHAWK MUSIC DART LEAGUE. ANY US OF AN ILLEGAL PLAYER OR SUB RESULTS IN FORFEITURE OF ALL 13 GAMES TOTAL.**

**** A MATCH MAY BE PLAYED AS LONG AS TWO PLAYERS FROM EACH TEAM ARE PRESENT WITH THE**

VACANT SPOT(S) BEING LEFT AT THE MISSING INDIVIDUAL(S) STARTING HANDICAP SCORE. IN THE CASE OF A CRICKET GAME, THE MISSING INDIVIDUAL WILL BE SKIPPED WHEN THEIR NAME COMES UP TO SHOOT. THE TEAM WILL STILL HAVE ENTER COMPLETE TEAM FEES FOR LEAGUE PLAY TO BEGIN.

14. A PLAYER RELEASED FROM ONE TEAM WANTING TO PLAY FOR ANOTHER TEAM MUST HAVE WRITTEN PERMISSION FROM THE RELEASING TEAM'S CAPTAIN TO PLAY FOR THE OTHER TEAM. THE WRITTEN PERMISSION MUST BE RECEIVED BY BLACKHAWK MUSIC C. BY 4 P.M. ON THE NIGHT OF PLAY. **PLAYER IS NOT ELIGIBLE TO SHOOT UNTIL THESE CONDITIONS HAVE BEEN MET.**
15. IF A PLAYER SHOOTING ON LEAGUE HAS BEEN **BANNED FROM A LOCATION** ON THE SCHEDULE AND HIS/HER TEAM IS TO PLAY A MATCH AT THIS LOCATION, THE TEAM CAPTAIN OR THE PLAYER IN QUESTION SHOULD MAKE ARRANGEMENTS FOR A SUB TO PLAY. **BLACKHAWK MUSIC WILL NOT INTERFERE** WITH THE DECISION OF THE LOCATION OWNER ON THIS MATTER. IT IS THE TEAM CAPTAIN/PLAYER'S RESPONSIBILITY.

CAPTAIN'S RULES:

16. THE CAPTAINS ARE RESPONSIBLE FOR THE FOLLOWING: (A) COLLECTING OF ALL LEAGUE FEES & DEPOSITING INTO DART MACHINE; (B) MAKING SURE ALL PLAYER'S PPD'S ARE CORRECT; (C) HAVING CORRECT PLAYERS SHOOTING IN EACH GAME; (D) PAIRING OF PLAYERS FOR THE FINAL 501 GAME AND ENTERING THOSE PAIRINGS INTO THE DART MACHINE; (E) BRINGING CURRENT STATS TO THE MATCH EACH WEEK SO THAT TEAMMATES THAT DO NOT RECEIVE STATS MAY SEE THEM AND ANY NOTES OR TOURNAMENT NOTIFICATIONS SENT OUT BY THE LEAGUE COORDINATOR. (F) **MAKING SURE THAT ALL PLAYER'S ARE LEGAL TO PLAY IN A BLACKHAWK MUSIC DART LEAGUES. IF A PLAYER HAS BEEN BANNED BY BLACKHAWK MUSIC COMPANY AND PLAYS ON YOUR TEAM ALL GAMES WILL BE FORFEITED AND MAY RESULT IN EXPULSION OF THE ENTIRE TEAM.**
17. **TEAM CAPTAINS ARE RESPONSIBLE FOR VERIFYING THE CORRECT SPELLING OF ALL PLAYERS FOR THEIR TROPHIES.** TROPHIES ARE GIVEN FOR THE 4 PLAYERS WHO HAVE PLAYED THE MOST GAMES FOR THEIR TEAM. TEAM CAPTAINS HAVE UNTIL THE FINAL MONTH OF PLAY TO NOTIFY BMC OF ANY INCORRECT SPELLING AND/ OR ALTERNATE PLAYERS NAMES THAT SHOULD BE ON TROPHIES. IF WE ARE NOT NOTIFIED BY THAT TIME, TROPHIES **WILL NOT** BE SENT BACK FOR CORRECTION.

SCHEDULING RULES:

18. EACH TEAM WILL PLAY ALL OTHER TEAMS AT LEAST ONCE, SCHEDULE PERMITTING. **IF THERE IS MORE THEN 16 TEAMS, THE LEAGUE WILL ONLY RUN 30 WEEKS, THE SCHEDULE WILL BE GENERATED TO PLAY EVERYONE ONCE IN THE FIRST HALF AND THE SECOND HALF IT WILL BE CUT OFF AT WEEK 30**
19. ALL TEAMS WILL HAVE APPROXIMATELY THE SAME NUMBER OF HOME AND AWAY MATCHES. ONCE ROSTERS HAVE BEEN TURNED IN AND THE LEAGUE SCHEDULE HAS BEEN POSTED, THE BAR LOCATION HAS THE RIGHTS TO THAT TEAM. THE TEAM MUST THEN PLAY FOR THE BAR LISTED ON THE SCHEDULE. IF ANYTHING HAPPENS TO THE BAR, SUCH AS CLOSING, FIRE, ETC., THAT WILL PREVENT A TEAM FROM PLAYING FOR THE BAR LISTED ON ITS ROSTER, CONTACT BLACKHAWK MUSIC CO. IMMEDIATELY.
20. IF A TEAM FORFEITS FROM LACK OF TEAM FEES OR LACK OF PLAYERS FOR 2 CONSECUTIVE MATCHES, BLACKHAWK MUSIC CO. WILL NOTIFY THE BAR LOCATION OWNER. THE BAR OWNER WILL THEN HAVE ONE (1) WEEK TO CONVINCING THE TEAM TO CONTINUE SHOOTING OR FORM A NEW TEAM. IF THE OLD TEAM DOES NOT CONTINUE OR A NEW TEAM IS NOT FORMED, THAT SPOT IN THE SCHEDULE WILL BE CONSIDERED A "DROPPED" TEAM AND BECOME A "BYE".
21. **A TEAM IS ONLY DECLARED A "BYE" TEAM BY BLACKHAWK MUSIC CO. IF A TEAM IS NO LONGER IN EXISTENCE, BLACKHAWK MUSIC CO. WILL NOTIFY THE LEAGUE BY NOTATIONS ON THE STAT SHEETS. IF YOUR TEAM IS SCHEDULED TO PLAY THE "BYE" YOUR TEAM WILL RECEIVE ONLY 9**

WINS/4 LOSES FOR THE NIGHT

22. DUE TO MISUNDERSTANDINGS AND MISCOMMUNICATIONS PRIOR TO THE START OF ANY LEAGUE... *SPECIAL CONSIDERATION* IS GIVEN FOR THE FIRST WEEK OF LEAGUE PLAY. THESE MATCHES (THE 1ST WEEK ONLY) ARE NOT CONSIDERED FORFEITS UNTIL BLACKHAWK MUSIC CO. HAS DETERMINED THAT THE SPOT WILL NOT BE FILLED. AT THAT TIME THE MATCH IS NORMALLY CONSIDERED A "BYE" RATHER THAN A FORFEIT DUE TO NO GAMES BEING PLAYED. IF THE SPOT IS REFILLED, THESE GAMES MUST BE RESCHEDULED AND SHOT WITHIN 3 WEEKS.
23. IN CASE OF EXTENUATING CIRCUMSTANCES, A MATCH MAY BE RESCHEDULED IF ARRANGEMENTS ARE MADE IN ADVANCE BY THE TEAM CAPTAIN WHO WANTS THE CHANGE AND IF THE OPPOSING TEAM CAPTAIN AGREES TO THE CHANGE. BLACKHAWK MUSIC CO. MUST ALSO BE INFORMED OF THE CHANGE BY 4 P.M. ON THE SCHEDULED NIGHT OF PLAY OR AS SOON AS THE CHANGE HAS BEEN MADE IF AFTER NORMAL OFFICE HOURS.
24. UNDER NORMAL CIRCUMSTANCES, ALL MAKE-UP MATCHES MUST BE PLAYED BY THE END OF THE NEXT SCHEDULED NIGHT OF PLAY. **BLACKHAWK MUSIC MUST BE INFORMED WHEN THE MATCH WILL BE MADE UP TO SET THE GALAXY SYSTEM TO RETRIEVE ALL MATCH INFORMATION.**
25. SCHEDULE ON POSITION NIGHT IS DETERMINED BY THE CURRENT TEAM STANDINGS. ODD NUMBERED TEAMS (FIRST PLACE, THIRD PLACE, ETC.) ARE ALWAYS THE HOME TEAM, UNLESS THERE IS CONFLICT DUE TO THE NUMBER OF DART MACHINES. **BLACKHAWK MUSIC COMPANY HAS THE OPTION OF RELOCATING A MATCH DUE TO CONFLICT.**
26. TO AID SCHEDULING IN THE EVENT THAT A MATCH IS POSTPONED THE WEEK PRIOR TO A POSITION ROUND, SEVEN (7) "TEMPORARY" WINS WILL BE GIVEN TO THE HOME TEAM AND SIX (6) WINS TO THE AWAY TEAM. THESE "TEMPORARY WINS" ARE FOR SCHEDULING PURPOSES ONLY. ACTUAL WINS FOR THE POSTPONED MATCH WILL BE ENTERED INTO THE STANDINGS AFTER THE MATCH HAS BEEN PLAYED.
27. POSITION NIGHT SCHEDULES WILL BE POSTED IN THE LOCATIONS NO LATER THAN **48 HOURS IN ADVANCE** OF THE NIGHT OF PLAY. THEY WILL ALSO BE SENT OUT WITH THE TEAM STATS. TEAM CAPTAINS SHOULD MAKE EVERY EFFORT POSSIBLE TO INFORM YOUR TEAMMATES WHICH LOCATION THEY WILL BE SHOOTING AT FOR THE POSITION NIGHT. **THE LAST NIGHT OF PLAY WILL BE A POSITION ROUND.**
28. IF THE "HOME" BAR LOCATION IS NOT AVAILABLE ON A SCHEDULE NIGHT OF PLAY; THE MATCH **MUST BE PLAYED** AT THE "AWAY" BAR LOCATION IF A BOARD IS AVAILABLE. ORDER OF PLAY WILL REMAIN THE SAME AS IF THE MATCH HAD NOT BEEN MOVED.

SCORING RULES:

29. TEAMS WILL GET ONE POINT PER WIN. TOTAL TEAM POINTS DETERMINE STANDINGS.
30. **FAILURE TO HAVE ALL LEAGUE FEES AT THE TIME OF PLAY RESULTS IN A FORFEIT!** **IF YOUR TEAM FAILS TO CALL BMC OR THE TEAM CAPT THAT YOUR TEAM IS SCHEDULED TO PLAY AND YOU DO NOT SHOW UP FOR YOUR MATCH, YOU ARE RESPONSIBLE FOR PAYING YOUR LEAGUE MONEY AND THE TEAM YOU WERE TO PLAY. THE MONEY WILL BE TAKEN OUT OF YOUR PRIZE MONEY AT THE END OF THE YEAR.**
31. ON A POSITION NIGHT, IF A TEAM IS SCHEDULED TO PLAY THE "BYE" POSITION THEY WILL RECEIVE 9 WINS/4 LOSES FOR THAT NIGHT OF PLAY.
32. **GAME TIME IS 7:00P.M.** **TEAMS WILL HAVE 15 MINUTES (REGULAR TIME) TO SHOW.** AT THAT TIME, ENTER LEAGUE PLAY AND ENTER YOUR TEAM AS THE HOME TEAM WHETHER YOU ARE AT YOUR HOME LOCATION OR NOT. PUT IN YOUR TWENTY DOLLARS OF LEAGUE FEES ONLY. THEN RE-ENTER YOUR TEAM'S NAME AS THE VISITING TEAM ALSO. THE DART MACHINE WILL THEN ASK YOU IF THIS

FORFEITS

IS A FORFEIT?? ANSWER YES. THE FORFEIT IS THEN ENTERED.

33. **THE DART MACHINE IS ALWAYS RIGHT.** IF THE MACHINE ISN'T OPERATING CORRECTLY, TWO TEAM CAPTAINS WILL DECIDE WHETHER TO PLAY, CALL A REPAIR MAN, OR MAKE UP THE GAME. IF A MATCH IS COMPLETED, NO PROTEST FOR AN IMPROPERLY WORKING BOARD WILL BE ALLOWED.
34. **IN THE FINAL 501 GAME,** THE FIRST TEAM BROUGHT UP IN THE SCREEN MUST BE ALLOWED TO MAKE LINE-UP CHANGES BEFORE MOVING ON TO THE OPPOSING TEAM. THE OPPOSING TEAM MUST ALSO BE ALLOWED TO MAKE THEIR LINE UP CHANGES BEFORE PLAY IS STARTED.
35. THE SECOND OR THIRD DART THROWN IN ANY ROUND THAT STICKS, BUT DOES NOT SCORE, *MAY BE MANUALLY SCORED* ONLY IF IT IS DONE *IMMEDIATELY AFTER THE THROW* AND THE OPPOSING TEAM *HAS BEEN MADE AWARE THAT A DART DID NOT REGISTER.*
EXAMPLE: PLAYER TWO'S SECOND DART DID NOT REGISTER. THE OPPOSING TEAM CAPTAIN MUST BE ALERTED TO THE PROBLEM AND AGREE AS TO WHICH DART DID NOT REGISTER; THE DART MAY THEN BE MANUALLY SCORED BEFORE PLAYER TWO SHOOTS HIS/HER THIRD DART.
36. IF A DART THROWN INDICATES "**SEGMENT STUCK,**" IT SHOULD BE HANDLED **IMMEDIATELY.** THE OPPOSING TEAM CAPTAIN SHOULD REMOVE THE "SEGMENT STUCK" DART. THE MACHINE WILL THEN INDICATE IF ADDITIONAL DARTS CAN BE THROWN, IF THE MACHINE INDICATES, THE PLAYER CAN THEN THROW HIS/HER REMAINING DARTS. THIS SCORE IS ALLOWED IN THIS CASE ONLY, EVEN THOUGH IT MIGHT HAVE BEEN SCORED MANUALLY. THE BOTTOM LINE IS: **THE DART MACHINE IS ALWAYS RIGHT!**
37. **IT IS EACH PLAYER'S RESPONSIBILITY TO SEE THAT THE MACHINE IS DISPLAYING THE PLAYER'S NAME/NICKNAME AND THAT THE THROW DARTS SYMBOL (GREEN LIGHT) IS LIT PRIOR TO THROWING ANY DARTS. IF YOU SHOOT OUT OF TURN, YOU MAY ONLY USE THE GALAXY 2 BACK UP FEATURE IF BOTH CAPTAINS AGREE. (THE BACK-UP FEATURE MAY BE USED 8 TIMES PER GAME)**
38. THE GALAXY 2's HAVE AUTOMATIC PLAYER CHANGE. AFTER A PLAYER HAS THROWN HIS/HER THREE DARTS AND ALL THREE REGISTER A HIT, THE PLAYER WILL HAVE 8 SECONDS TO REMOVE THEIR DARTS FROM THE BOARD BEFORE IT MOVES ON TO THE NEXT PLAYER. IF A PLAYER CHOOSES TO THROW LESS THAN 3 DARTS IN A ROUND THEY MUST PRESS THE PLAYER CHANGE BUTTON BEFORE REMOVING THEIR DARTS FROM THE BOARD. THIS WILL MOVE THE MACHINE INTO ITS REMOVE DARTS FUNCTION, THUS ELIMINATING A POSSIBLE MANUAL SCORE.
39. IF A DART THROWN FALLS FROM THE BOARD AND HITS THE PLAYER CHANGE BUTTON, IT IS THAT PLAYER'S RESPONSIBILITY TO RETURN TO THE CORRECT PLAYER NUMBER, FINISH HIS/HER TURN AND CONTINUE PLAY. IF PLAYER SCORES ON OPPONENT'S NUMBER, SEE RULE 37.
40. IF, IN TEAM PLAY, A PLAYER THROWS WHEN THE MACHINE IS DISPLAYING THE NAME OF THAT PLAYER'S PARTNER, EACH PLAYER ON THAT TEAM LOSES ONE TURN UNLESS BOTH CAPTAINS AGREE TO USE THE BACK UP FEATURE.
41. IF A PLAYER DOES NOT FOLLOW THE SHOOTING ORDER ON THE SCREEN AND PLAYS IN A GAME HE/SHE IS NOT SCHEDULED TO PLAY, THE GAME IS FORFEITED UNLESS BOTH CAPTAINS AGREE TO USE THE BACK UP FEATURE.
42. A PLAYER CANNOT GO OUT IF HIS/HER PARTNER'S SCORE IS HIGHER THAN THE COMBINED TOTAL OF THEIR OPPONENTS' SCORES. THIS IS CALLED THE "**FREEZE RULE**". IF THE PLAYER'S PARTNER'S SCORE AND THE OPPONENT'S COMBINED SCORES ARE TIED, THE PLAYER CAN GO OUT. THIS FEATURE IS BUILT INTO THE GALAXY 2 DART BOARD.

EXAMPLE: JIM HAS 20 POINTS AND BOB, HIS PARTNER, HAS 100 POINTS. AMY AND JILL EACH HAVE 30 POINTS, WHICH IS A TOTAL OF 60 POINTS COMBINED. JIM IS "FROZEN", BECAUSE BOB'S SCORE IS TOO HIGH. IF BOB'S SCORE IS ONLY 60 POINTS, THEN JIM COULD GO OUT DUE TO THE FACT THAT BOB IS TIED WITH THE COMBINED SCORE OF AMY AND JILL .

GENERAL RULES

43. **IF A TEAM GOES OUT OF THE LEAGUE, ALL TEAMS WILL RECEIVE 13 WINS FROM THE START OF THE SEASON FOR MATCHES AGAINST THIS TEAM AS IF THEY HAD NEVER EXISTED. NO MONEY WILL BE REFUNDED TO THE DROPPING TEAM. ALL MONEY FROM THE DROPPED TEAM WILL GO INTO THE PRIZE FUND.**
44. ABUSE OF EQUIPMENT, POOR SPORTSMANSHIP, OR UNETHICAL CONDUCT MAY BE GROUNDS FOR FORFEITURE OF A GAME, MATCH, OR EXPULSION FROM THE LEAGUE. IF A PLAYER "TILTS" OR "BLANKS OUT" A GAME DUE TO ABUSE OF THE EQUIPMENT, HE/SHE LOSES THAT GAME. IF A BOARD IS RENDERED INOPERABLE BY PHYSICAL ABUSE, THE **PLAYER/TEAM** CREATING THE DAMAGE **FORFEITS ALL 13 GAMES** OF THE MATCH.
45. ANY **TEAM** THAT **WALKS OUT** WITHOUT FINISHING THEIR MATCH WILL **FORFEIT ALL THIRTEEN (13) GAMES** OF THE MATCH.
46. FOUL OR ABUSIVE LANGUAGE IS NOT ALLOWED, NO KIBITZING OR HARASSMENT FROM PLAYERS OR THEIR SPECTATORS WILL BE TOLERATED. THE FIRST VIOLATION OF THIS BROUGHT TO THE ATTENTION OF BLACKHAWK MUSIC WILL RESULT IN A WARNING TO THE TEAM AT FAULT. A SECOND VIOLATION WILL RESULT IN THE PLAYER/TEAM RESPONSIBLE BEING BROUGHT BEFORE THE PROTEST COMMITTEE FOR POSSIBLE EXPULSIONS.
47. IN LOCATIONS WITH DART BOARDS THAT ARE LOCATED BESIDE EACH OTHER (WITHIN 5') AND ONLY ONE BOARD IS IN USE FOR LEAGUE PLAY; **PRACTICE BY LEAGUE PLAYERS ON THE OPEN BOARD IS NOT ALLOWED. NO PRACTICE DARTS WILL BE ALLOWED IF YOU ARE ONE OF THE PLAYERS INVOLVED IN THE GAME THAT IS CURRENTLY BEING PLAYED.**
48. ANY PHYSICAL VIOLENCE TOWARD ANOTHER PLAYER WILL NOT BE TOLERATED AND THE PLAYER/TEAM INITIATING THE PHYSICAL CONTACT MAY BE EXPELLED FROM THE LEAGUE AND MAY FORFEIT ALL POINTS AND MONIES PAID. THIS DECISION WILL BE MADE BY THE PROTEST COMMITTEE.

PROTEST SITUATION

49. **IF A PROTEST SITUATION OCCURS, CONTINUE THE PLAY OF THE MATCH. THE PROTESTING TEAM HAS THE NEXT BUSINESS DAY (8:00 A.M. TO 4:00P.M.) TO OFFICIALLY CONTACT BLACKHAWK MUSIC COMPANYS OFFICE AND NOTIFY THEM OF THE PROTEST.** AN ACCEPTED PROTEST WILL THEN BE REVIEWED BY THE PROTEST COMMITTEE AND A DECISION RENDERED.

NOTE: AFTER THE NEXT BUSINESS DAY, THE PROTEST WILL NOT BE ACCEPTED!

50. PROTEST COMMITTEE CONSISTS OF 2 BAR OWNERS, 2 TEAM CAPTAINS, AND 1 BLACKHAWK MUSIC COMPANY REPRESENTATIVE. IF A PROTEST ARISES INVOLVING TEAMS OR BARS REPRESENTED ON THE PROTEST COMMITTEE, THOSE CAPTAINS AND/OR BAR OWNERS WILL NOT BE ALLOWED TO PARTICIPATE IN THE PROTEST DECISION. *THE BLACKHAWK MUSIC CO. REPRESENTATIVE VOTES ONLY IN THE EVENT OF A TIE.*

RULES REVISED FOR 2007 - 2008 SEASON

**BLACKHAWK MUSIC DART LEAGUE
FEAT DEFINITIONS**

HIGH OUT. . . .HIGHEST NUMBER OF POINTS FROM WHICH A PLAYER WENT TO ZERO WITHOUT BUSTING

HAT TRICK. . . .THREE (3) DARTS IN BULLSEYE IN ONE ROUND WITHOUT BUSTING, ALL THREE (3) DARTS MUST REGISTER

CRICK HAT.....THREE (3) DARTS IN THE BULLSEYE IN ONE ROUND IN A GAME OF CRICKET, ALL THREE (3) DARTS MUST REGISTER.

BED TRICK. . . .THREE (3) DARTS IN ANY TRIPLE (EXCEPT 20) WITHOUT BUSTING, ALL THREE (3) DARTS MUST REGISTER

LOW TON. . . . A SCORE OF 100 TO 150 POINTS IN ONE TURN. (A HAT TRICK IS NOT COUNTED AS A LOW TON).

TON EIGHTY. . . . THREE (3) DARTS IN TRIPLE 20 WITHOUT BUSTING, ALL THREE(3) DARTS MUST REGISTER

9,10,11,12 DART OUTS . . . NUMBER OF DARTS TO FINISH 501 GAME WITHOUT BUSTING

5 ROUND OUT. . . FINISHING GAME IN THE FOURTH ROUND OF PLAY WITHOUT BUSTING

MARK.....ANY SINGLE NUMBER 15 THRU 20 AND THE BULLSEYE SCORED BY THE DART MACHINE AS A “/” OR AS POINTS.

WHITE HORSE....THREE DIFFERENT “UNMARKED” TRIPLES IN ONE ROUND

9 MARK.....NINE MARKS IN ONE ROUND

8 MARK.....EIGHT MARKS IN ONE ROUND

7 MARK.....SEVEN MARKS IN ONE ROUND

6 MARK.....SIX MARKS IS ONE ROUND

**ALL THREE (3) DARTS MUST REGISTER FOR ALL OF THESE FEATS TO COUNT
ONLY FEATS THAT ARE TRACKED WITHIN THE GALAXY SYSTEM ARE OFFICIAL!!**