

1) General Rules of Play

- A) Players throw from behind the foul line (oche). Players will be allowed to lean across the foul line with their trail foot, so long as their trail foot does not touch the floor before the dart scores.
- B) A dart that sticks but does not score, may NOT be manually scored.
- C) It is each player's responsibility to see that the machine is displaying the player's name prior to throwing any darts.
- D) If a player throws when the machine is displaying an opponent's name, the opponent has the option of accepting the score and allowing play to continue or using the "Backup Dart" feature to return the game to its proper position.
- E) If a player throws when the machine is displaying a teammate's name, that team loses the next player's turn in line immediately.

2) Format & Scheduling

- A) Format is based on the particular league that you play in, designated before the first night of league play.
- B) Teams will consist of a number of players determined by the league format.
- C) Teams will play at least half of their matches out of their home location, schedule permitting.
- D) Each team will play every other team at least once, schedule permitting.
- E) Game time is 8:00 pm unless otherwise noted. Teams have 15 minutes to show up. If a team has still not shown up after the additional 15 minute window, call the League Director.
- F) It is the goal of A&M-Bud Darts to have NO forfeits in any dart league. If a forfeit cannot be avoided, any league fees due from the match will be deducted from each team's end of season monies. The forfeiting team will receive zero points while the team that was forfeited to will receive their average number of wins per match during the current season. The average will be determined at season's end.

3) Rosters/Substitutions/Handicapping

- A) When registering a team, please include each player's first and last name, complete physical address, e-mail address & phone number/s. Though not required, nicknames to be displayed during a person's turn can be used up to seven (7) characters.
- B) In the event of absent team players, a sub may be selected from one of the names on the sub screen or manually added.
- C) "New" substitutes must have their first and last name typed into the Galaxy II/Galaxy 3 dartboard unless previously discussed with the League Director. Please do not assume that only first names or nicknames will be automatically recognized.
- D) In handicapped leagues with no cap, substitute players are to be of equal or lesser skill level than the person they are playing in place of.
- E) If any individual would like to add a nickname or notices any name misspelled, contact the League Director.
- F) In handicapped leagues that are "capped", it is preferred that substitutes have an average equal to or less than the player that they are subbing for. However, if a substitute of equal or lesser average cannot be found, a substitute with a higher average may play as long as they do not take the team that they are playing for over the "cap".

3) Rosters/Substitutions/Handicapping (cont.)

G) To enter a sub, press the Up or Down button until the arrow points to the player not present and press the Red button. The substitute player menu will then appear on the screen. Press the Up or Down button until the arrow points to the name of the player who is substituting. If that player's name is not on the screen, choose New Substitute and press the Red button. A new screen will appear. Input the player's First AND Last name into the screen and then press the Red button. If the league being played is a handicapped league, use the Up or Down buttons to scroll through to the substitute player's handicap value on the screen. Input the player's MPR and/or PPD. If the player's MPR/PPD is in question, there are a few options. a) Retrieve the stats from another current A&M-Bud Darts' league. b) Consult with the opposing team captain and come up with agreed upon values. c) Call the League Director.

H) Games may also be played with a missing player. Pressing "Player Change" for the missing player's turns will pass the spot of the missing player. This will not affect the averages of the present players or the player the gets skipped.

I) Players may sub for multiple teams throughout the season as long as they are not listed on any team's main roster.

J) New A&M-Bud Darts players will begin with these starting averages: Men - 17.0 PPD/1.7 MPR Women - 13.0 PPD/1.3 MPR. *Exception - If the player has played in other leagues and is known to be better than the generic averages given, it is up to the team captains to contact the League Director to agree on an average.

K) New players using the standard starting averages towards the original team cap may be re-evaluated after 4 matches if they exceed the starting average by 20%. The new number will then take the place of the original starting average with respect to the team cap. If the new cap number exceeds the allowable cap, the team will have to bring the team cap back under the allowable cap number in order to continue participating in the league.

L) When using a substitute, the team using the sub is responsible for the league fees.

M) Some leagues will be "capped". Teams are capped based on their MPR and/or PPD. The combined totals for the team may not exceed the posted cap for that particular league.

N) If any individual exceeds a 30.0 PPD, they are capped at 30.0 PPD. If any individual exceeds a 3.5 MPR, they are capped at 3.5 MPR. In capped leagues, only one capped player is allowed for each team.

O) MPR will be used as the cap in all leagues that play cricket. PPR will only be used as the cap in leagues that play strictly '01.

P) Sunday Doubles requires every team to have AT LEAST one woman.

4) Sportsmanship

A) From the time a player steps to the oche (throw line) until the time that their third dart hits the board, please be respectful of your opponents/teammates by not yelling, screaming or causing any type of commotion.

B) Abuse of equipment, poor sportsmanship, or unethical behavior may be grounds for forfeiture of a game/match or suspension/expulsion from the league.

C) In the case of physical violence, the player and/or team will be expelled from the league and forfeit all points and monies earned.

4) Sportsmanship (cont.)

D) League is meant to be fun for everyone. Respect your teammates, respect your opponents, respect the equipment and respect the location you are playing in. Follow these simple rules and you will have an enjoyable experience.

E) No kibitzing or harassment from players or spectators will be tolerated.

F) No foul or abusive language will be tolerated.

G) Players may be coached by members of their own team only.

H) Any abuse of A&M equipment that results in any damage will be the responsibility of the offending player/team.

I) Use your time wisely. If you need to go to the bar or to the bathroom, go while you are not involved in a game.

J) Show up on time. Many players have to work the following morning or have babysitters.

5) League Dues & Fees

A) Each player pays \$5.00 per week in dues, and also pay their own "quarters" for the games played on the Galaxy II or Galaxy 3 machine.

B) All monies are placed in the Galaxy II or Galaxy 3 machine prior to playing the match.

C) The League Director may choose not to assess dues in certain leagues. When this happens, there will be no award for wins.

D) Locations are responsible for a sponsorship fees of \$5.00 per player/per season on each team being sponsored.

6) Equipment

A) A&M-Bud Dart Leagues are played on Galaxy II and Galaxy 3 dart machines.

B) All Galaxy II and Galaxy 3 dart machines used for league play should have a foul line (oche) on the floor eight feet from the face of the board. If there is no foul line, please let the League Director know immediately.

C) The Galaxy II or Galaxy 3 dart machine is ALWAYS RIGHT. If the machine is not operating correctly, call the League Director to determine whether to continue play, call a repairman or make up the game.

D) Players may use their own darts provided that they are unaltered factory issued darts and tips.

E) Darts may not exceed eight inches in length or twenty grams in weight.

F) In the event that a player does not have their own darts, each location is provided "bar darts" that players may use.

7) Standings & Awards

A) Total team wins determine standings.

B) Prize money will be paid on the basis of a minimum of \$0.25 per player, per team win.

C) First, Second & Third place teams will receive trophies/plaques or like prizes determined by A&M.

D) Patches or pins will be awarded for 6, 7, 8 or 9 dart outs; 8 or 9 mark rounds; White Horse; 3 in a Bed; Hat Trick; Ton 80; High Ton; and League Champ. One of each patch/pin per player/per league/per season.

E) All awards will be given out at the dart banquet.

7) Standings & Awards (cont.)

- F) To qualify for awards, a player must have played in at least half of his/her team's total matches.
- G) There are no league fees for Summer league, so there is no banquet and no awards given. Pins are available on request.

8) Locations

- A) A&M Amusement will operate A&M-Bud Dart leagues in places of business (locations) that use A&M Amusement as their exclusive provider of coin operated amusement machines.
- B) Locations will not charge a cover charge to dart players during league play.
- C) Each location may only have two teams per Galaxy II or Galaxy 3 dart machine for each league night. (Unless approved by the league director)
- D) The location is responsible for providing a suitable environment for scheduled league play. If a team reschedules a match at a time other than what is scheduled, the teams involved are at the mercy of the location.
- E) A&M does not require or expect any location to give free or discounted items to dart league players, or anyone else. Any incentives provided by any location is the choice of that location.