

FAIR SHARE AMUSEMENT COMPANY  
HANDICAP DART LEAGUES  
RULES GOVERNING PLAY

(Revised 9/11/2018)

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1. IF YOU WILL BE HAVING A NEW PLAYER THAT HAS NEVER PLAYED IN A PREVIOUS WEEK, YOU MUST SEND BILL PAPPAS and JOE ANDERSON AN EMAIL NAMING THAT PLAYER AT LEAST 4 DAYS BEFORE THE TUESDAY MATCH. THIS IS SO BILL CAN SEE IF THE NEW PLAYER HAS A FAIR SHARE HANDICAP OR NDA HANDICAP. WE WILL USE THE HIGHEST HANDICAP AVAILABLE.
  - i. **IF A PLAYER BRINGS A HANDICAP FROM ANOTHER LEAGUE, THEY WILL STILL BE SUBJECT TO POSSIBLE FORFEITURE IF DETERMINED THAT HANDICAP IS NOT ACCURATE AS DESCRIBED IN RULE 2. (ANY PLAYER BRINGING A HANDICAP LOWER THAN THE LOWEST FAIR SHARE NEW PLAYER HANDICAP, WILL BE ASSIGNED THE FAIR SHARE HANDICAP).**
  
2. IF THE PLAYER DOES NOT HAVE A FAIRSHARE DARTS ESTABLISHED HANDICAP, PLEASE REFER TO THE NEW PLAYER HANDICAP SHEET FOUND ON THE WEBSITE. ON THE NIGHT OF THE MATCH, THE NEW PLAYER'S CAPTAIN WILL DECLARE THE NEW PLAYER'S HANDICAP. ALWAYS OVER ESTIMATE ON THE HANDICAP. LEAGUE COMMISSIONERS WILL REVIEW ALL SCORE SHEETS. IF THE HANDICAP SET WAS IN FACT TOO LOW FOR THAT NEW PLAYER, THE TEAM WITH THE NEW PLAYER WILL AUTOMATICALLY FORFEIT ALL WINS PLAYED BY THAT PLAYER. THE LEAGUE ENCOURAGES FAIR PLAY BY ALL. DO NOT TAKE ADVANTAGE OF THE RULES.
  - i. **VIOLATIONS INCLUDE ANY AVERAGE SCORE THAT IS**
    - i. **EQUAL TO OR HIGHER THAN 0.3 POINTS FOR CRICKET**
    - ii. **EQUAL TO OR HIGHER THAN 3 POINTS FOR '01.**
    - iii. **EXAMPLE**
      1. NEW PLAYER DECLARES NEW HANDICAP AS 18,1.8
      2. NEW PLAYER THROWS 4 GAMES OF CRICKET
        - a. 2.2, 1.2, 3.0, 3.0 = 9.4
        - b. DIVIDE BY 4 GAMES = 2.35 AVERAGE FOR CRICKET GAMES
        - c.  $2.35 - 1.8 = 0.55$
        - d. 0.55 IS HIGHER THAN 0.3.
      3. NEW PLAYER FORFEITS ALL GAMES WON IN CRICKET
  
3. ALL MATCHES START AT 7:30 PM. IF A TEAM DOES NOT SHOW UP BY 8:00, THEY MUST FORFEIT THE FIRST LEG. IF THEY DON'T SHOW BY 8:15, LEG 2 IS FORFEITED. AT 8:30, THE ENTIRE MATCH WILL BE DECLARED A FORFEIT. IF TWO PLAYERS FROM A TEAM ARE PRESENT AT 7:45 PM, LEG ONE MUST BEGIN. ONLY BILLY PAPPAS OR JOE ANDERSON MAY DECLARE THE FORFEIT. (PLEASE CALL BILLY OR JOE ON THEIR CELL)
  
4. A TEAM'S ROSTER WILL CONSIST OF A MAX OF 10 PEOPLE, OF WHICH AT LEAST 4 MUST PLAY ON A GIVEN NIGHT.
  - i. A COMPLETED ROSTER MUST BE TURNED IN BY THE END OF PLAY ON THE 7TH WEEK OF PLAY. NO ONE MAY BE ADDED TO THE ROSTER AFTER THIS POINT.

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- ii. AT THIS POINT IN TIME, THE PLAYOFF ROSTER WILL BE FROZEN.
  - iii. A PLAYER MUST HAVE SHOT AT LEAST 6 WEEKS OUT OF 10 WEEKS **AND** PLAY AT LEAST 24 GAMES TO BE ELIGIBLE FOR THE PLAYOFFS.
    - i. A PLAYER MUST PLAY 2 GAMES IN A MATCH TO QUALIFY AS A WEEK PLAYED.
  - iv. A ROSTER MUST LIST EACH PLAYER'S EMAIL ADDRESS AND PHONE.
5. TEAM FEES ARE AS FOLLOWS:
- i. \$25 PER WEEK DURING THE REGULAR SEASON
  - ii. ONE TIME \$30 FEE FOR THE PLAYOFFS
  - iii. \$100 SPONSOR FEE FROM YOUR HOME BAR (TEAM IS RESPONSIBLE FOR GETTING THIS MONEY TO JOE AND BILLY)
  - iv. TEAMS MUST ALSO PAY THEIR OWN QUARTERS FOR THE MACHINES. \$29 TOTAL FOR THE WHOLE NIGHT (\$15/NIGHT FOR THE HOME TEAM) (\$14/NIGHT FOR THE AWAY TEAM)
  - v. **NOTE: EACH TEAM MUST PAY THEIR LEAGUE FEES DIRECTLY TO BILL OR JOE. DO NOT LEAVE YOUR TEAM'S MONEY AT ANY BAR OR ATTACHED TO ANY SHEET. THIS ELIMINATES ANY POSSIBLE CONFUSION. IF, EITHER, JOE OR BILL DO NOT DIRECTLY RECEIVE THE MONEY, AND SIGN OFF ON IT, IT WILL NOT COUNT TOWARDS YOUR TEAM LEAGUE FEE.**
  - vi. **BY WEEK 4, YOU MUST HAVE HALF YOUR LEAGUE FEES PAID PLUS THE WHOLE SPONSORSHIP FEE PAID.**
6. PLAYERS MAY USE DARTS THAT DO NOT EXCEED 8 INCHES IN LENGTH NOR 20 GRAMS IN WEIGHT.
7. A FOUL LINE WILL BE POSITIONED 8 FT. FROM THE DARTBOARD. PLAYERS ARE ALLOWED TO LEAN ACROSS THE FOUL LINE, **BUT MUST KEEP BOTH FEET BEHIND THE LINE UNTIL THE DART HITS THE BOARD.**
8. A THROWN DART THAT STICKS, BUT DOES NOT SCORE WILL BE MANUALLY SCORED BY TAPPING THE DART ONCE.
9. A THROWN DART THAT DOES NOT REGISTER AND ALSO DOES NOT STICK **MAY NOT BE THROWN OVER**
- i. THE DART MACHINE IS ALWAYS RIGHT. IF THE MACHINE IS NOT OPERATING PROPERLY, THE TEAM CAPTAINS SHALL DECIDE WHETHER OR NOT TO CONTINUE. IF ANY GAMES HAVE BEEN COMPLETED, ONLY THE REMAINING GAMES WILL BE PLAYED AT A LATER DATE.
10. WHEN THROWING DARTS AND LESS THAN 3 DARTS HIT THE BOARD, YOU MUST HIT THE PLAYER CHANGE BUTTON BEFORE TAKING OUT DARTS. IF YOU DON'T, AND YOU

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SCORE POINTS FOR YOURSELF, YOUR TEAM WILL LOSE ITS NEXT TWO TURNS. REMEMBER THAT THE ARACHNID BOARDS HAVE A BUTTON TO FIX THE MISTAKE BUT THERE IS ONLY SO MANY TIMES YOU CAN USE THIS FEATURE WITHIN A GIVEN GAME.

- i. SAME GOES FOR IF YOU PULL YOUR DARTS TOO SLOWLY AND SCORE FOR THE OPPOSITION. THIS WILL RESULT IN A LOSS OF TURN.
- ii. IT IS EACH PLAYER'S RESPONSIBILITY TO SEE THAT THE MACHINE IS DISPLAYING HIS OR HER NUMBER PRIOR TO THROWING ANY DARTS.
- iii. IF A PLAYER THROWS ON AN OPPONENTS TURN, THE OPPONENT GETS THOSE POINTS PLUS SETS THE MACHINE AHEAD SO THAT IT IS HIS OR HER TURN TO SHOOT, AS IT SHOULD HAVE BEEN IN THE FIRST PLACE
- iv. IF A PLAYER THROWS WHEN IT IS ACTUALLY HIS PARTNER'S TURN, THE TEAM WILL LOSE ITS NEXT TWO TURNS.

11. WE ARE IN THIS LEAGUE TO HAVE FUN. DON'T ABUSE THE MACHINES, AND DON'T GET SO MAD AT YOURSELF THAT YOU RUIN EVERYONE ELSE'S GOOD TIME. (AKA THE BILLY RULE)

**12. THE LEAGUE FORMAT IS AS FOLLOWS: 19 Total Points**

- i. GAME 1 IS 501 DOUBLES FREEZE OUT, 2 LEGS (8 credits/team = \$2)
- ii. GAMES 2 IS 501 DOUBLES FREEZE OUT, 2 LEGS (8 credits/team = \$2)
  - i. (If you played in Game 1, cannot play in Game 2)
- iii. GAME 3 IS MIXED DOUBLE CRICKET, 2 LEGS (6 credits/team = \$1.50)
  - i. (Must have at least 1 girl play)
- iv. GAME 4 IS DOUBLES CRICKET, 2 LEGS (6 credits/team = \$1.50)
  - i. (If you played Game 3, Cannot play Game 4)
- v. GAME 5 IS LADIES 301, 2 LEGS (4 credits/team = \$1)
- vi. GAME 6 IS 4-MAN 701 DOUBLES FREEZE OUT, 1 LEG (**6 credits/team = \$1.50**)
  - i. 4 people play from each team
  - ii. Will be game 10 in the playoffs**
- vii. GAME 7 IS CRICKET DOUBLES, 1 LEG (3 credits/team = \$.75)
- viii. GAME 8 IS CRICKET DOUBLES, 1 LEG (3 credits/team = \$.75)
  - i. If you played in Game 7, Cannot play Game 8
- ix. GAME 9 IS MIXED DOUBLES FORMAT (301-501-CRICKET) (7 credits/team = \$1.75)
- x. GAME 10 IS FORMAT SINGLES (301-501-CRICKET) (7 credits/ team = \$1.75)
  - i. If you play in Game 9, cannot play Game 10
- xi. TEAMS RECEIVE ONE POINT FOR EACH LEG WON.

**13. 501 DOUBLES FREEZE OUT RULES:**

- i. PLAYERS FROM EACH TEAM WILL BE PARTNERS.
- ii. THIS IS PLAYED AS A 4-PLAYER GAME ON THE DART MACHINE.
- iii. THE OBJECT OF THE GAME IS TO BE THE TEAM WITH THE LOWEST COMBINED POINTS. BE CAREFUL NOT TO GO OUT IF YOUR PARTNER HAS TOO MANY POINTS.
- iv. DIDDLE FOR THE MIDDLE. ONE PERSON DIDDLES FOR EACH TEAM, WITH THE HOME TEAM CHOOSING DIDDLE ORDER.

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- v. THE TEAM THAT WINS GOES FIRST. THE TEAM THAT LOSES LEG 1 SHOOTS POSTION 1 AND 3 IN THE SECOND LEG.

**14. CRICKET DOUBLES:**

- i. 2-PLAYER GAME ON THE DART MACHINE
- ii. THE OBJECT IS TO FINISH BY CLOSING ALL OF THE NUMBERS BEFORE THE OPPONENT AND ALSO SCORING AN EQUAL TO OR GREATER AMOUNT OF POINTS. TO CLOSE A NUMBER, 3 HITS MUST BE SCORED IN THAT PARTICULAR NUMBER.
- iii. A DART HIT IN THE TRIPLE AREA, SCORES 3 HITS, DOUBLE AREA SCORES 2 HITS, AND SINGLE AREAS SCORE 1.
- iv. AFTER A NUMBER IS CLOSED, ALL HITS ON THAT NUMBER COUNT FOR THAT NUMERICAL VALUE. SCORING CAN CONTINUE UNTIL A NUMBER IS CLOSED BY ALL SHOOTERS.
- v. DIDDLE DETERMINES SHOOTING ORDER.
- vi. THERE ARE 2 LEGS FOR MIXED DOUBLES, AND ONE LEG ONLY FOR SINGLES AND DOUBLES. PLEASE PAY ATTENTION TO WHEN A PLAYER CAN PLAY. **THERE ARE RESTRICTIONS TO WHEN A PERSON CAN PLAY.**

**15. 4-MAN DOUBLES 701:**

- i. WINNER OF DIDDLE SHOOT FIRST.
- ii. SAME RULES AS DOUBLES 501 FREEZE BUT INSTEAD OF 1 PLAYER ON A SCORE, IT IS 2 PLAYERS FROM THE SAME TEAM ON A SCORE, PLUS TAKING ALTERNATING SHOTS.

**16. SINGLES FORMAT**

- i. ONE SHOOTER FROM EACH TEAM.
- ii. SAME DIDDLE. WINNER OF DIDDLE GOES FIRST AND ALSO CHOOSES WHETHER THEY WANT TO PLAY 301, 501, OR CRICKET.
- iii. THE LOSER OF THE 1ST GAME STARTS GAME 2, AND ALSO CHOOSES BETWEEN THE TWO REMAINING GAMES.
- iv. FOR 3RD, DIDDLE AGAIN (REVERSE ORDER, SAME SHOOTERS) AND THE WINNER OF THE DIDDLE STARTS THE LAST REMAINING GAME.

**17. MIXED DOUBLES FORMAT**

- i. **TWO SHOOTERS FROM EACH TEAM (AT LEAST ONE GIRL)**
- ii. ONE SHOOTER FROM EACH TEAM FOR DIDDLE. SAME DIDDLE RULES. WINNER OF DIDDLE GOES FIRST AND ALSO CHOOSES WHETHER THEY WANT TO PLAY 301, 501, OR CRICKET. THE LOSER OF THE 1ST GAME STARTS GAME 2, AND ALSO CHOOSES BETWEEN THE TWO REMAINING GAMES.
- iii. FOR 3<sup>RD</sup> GAME, DIDDLE AGAIN (REVERSE ORDER, SAME SHOOTERS) AND THE WINNER OF THE DIDDLE STARTS THE LAST REMAINING GAME.

18. PLEASE WRITE DOWN THE FIRST AND LAST NAMES OF ALL SHOOTERS ON THE SCORE SHEETS. IT HELPS TREMENDOUSLY WHEN FIGURING HANDICAPS.

19. IF THERE IS A TIE DIDDLE, THE SAME TWO SHOOTERS DIDDLE AGAIN, BUT IN REVERSE ORDER.

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- 20. ANY OF THE FIRST NINE WEEKS OF MATCHES THAT NEED TO BE MADE- UP BEFORE THE FRIDAY (NOVEMBER 9<sup>TH</sup>) OF THE POSITION ROUND WEEK. ALL TEAMS HAVE UNTIL THE FRIDAY AFTER THE POSITION ROUND TO MAKE UP POSITION ROUND MATCHES. (EXCEPTIONS DO APPLY)**
- 21. MATCHES NOT MADE UP WHICH RESULT IN A FORFEIT BY BOTH TEAMS, THE FOLLOWING APPLIES:**
- i. BOTH TEAMS OWE MONEY (TBD BY BOARD OF DARTERS)
  - ii. NUMBER OF POINTS EACH TEAM RECEIVES: (TBD BY BOD)
- 22. IMPORTANT!!!!!!!!!!!!!! AFTER EVERY MATCH, SEND A PICTURE TEXT OF THE FRONT AND BACK OF THE SCORESHEET TO JOE AND BILL. THE HOME TEAM WILL KEEP THE SCORESHEET IN THEIR FOLDER UNTIL COLLECTED BY BILL OR JOE AT A LATER DATE.**

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PLAYOFF INFO:

1. **A PLAYER MAY NOT SHOOT IN THE PLAYOFFS UNLESS HE HAS PLAYED IN AT LEAST 6 REGULAR SEASON MATCHES AND HAS PLAYED A MINIMUM OF 24 GAME.**
2. IF 2 TEAMS ARE TIED IN THE STANDINGS AT THE END OF THE REGULAR SEASON, THE TIEBREAKER WILL BE DETERMINED BASED ON HEAD-TO-HEAD RESULTS DURING THE REGULAR SEASON.
  - i. IF THE 2 TEAMS SPLIT THE HEAD TO HEAD (POSSIBLE FOR TEAMS TO PLAY EACH OTHER TWICE BECAUSE OF THE POSITION ROUNT), TIEBREAKER WILL BE DETERMINED BASED ON WHO WON THE MOST MATCHES OVER THE COURSE OF THE SEASON.
    - i. EX: JTT WENT 13-1 OVERALL. DRUNKEN WENT 12-2 OVERALL. JTT HAS MORE OVERALL WINS AND WINS THE TIEBREAKER
  - ii. IF THE FIRST TIEBREAKER DOES NOT DETERMINE A WINNER, THEN THE TIEBREAKER WILL BE DETERMINED BASED ON WHO WON THE MOST GAMES DURING THE TWO MATCHES PLAYED AGAINST EACH OTHER.
    - ii. Ex: Drunken beats JTT 10-9 in first match. JTT beats Drunken 12-7 in second match. JTT Won 21 games (9+12) and Drunken won 17 games (10+7). JTT WINS THE TIEBREAKER
3. IF 2 OR MORE TEAMS ARE TIED IN THE STANDINGS AT THE END OF THE REGULAR SEASON, THE TIEBREAKER WILL BE TOTAL MATCH WINS OVERALL (SAME TIEBREAKER AS RULE 2i).
  - i. IF THAT DOESN'T WORK, THE TIEBREAKER WILL BE MOST GAME WINS WITHIN A MATCH DURING THE SEASON.
  - ii. IF TIEBREAKER DOESN'T DETERMINE ONE WINNER, (1 TIE, ALL TIE), ALL MONEY IS SPLIT (IF THERE IS A PAYOUT FOR THAT POSITION) AND A COIN FLIP WILL BE HAD TO DETERMINE RANK WITHIN THE PLAYOFF.
4. THE PLAYOFF FORMAT IS THE SAME AS THE REGULAR SEASON, EXCEPT AS FOLLOWS:
  - i. **FIRST TEAM TO WIN 10 POINTS WINS THE MATCH, AND THE REST OF THE GAMES DO NOT NEED TO BE PLAYED.**
  - ii. **IF PLAYERS WILL BE LATE, CAN ONLY PLAY GAMES WITHIN THE FIRST 10 GAMES.**
  - iii. **IF TEAMS PLAY ALL POSSIBLE MATCHES WITHIN THE FIRST 10 GAMES AND THE OTHER TEAM'S PLAYER/S DO NOT SHOW AFTER 15 MINS OF THE LAST PLAYED GAME, THAT TEAM WILL FORFEIT THE NEXT 2 LEGS AND SO ON UNTIL EITHER THE PLAYERS SHOW UP OR A TEAM REACHES 10 WINS.**

