

JBM AMUSEMENTS RECREATIONAL ELECTRONIC DART RULES

Dart League is meant to be a fun and safe way to compete and have a good time with friends. All disputes should be settled calmly. Fighting cannot be tolerated at anytime. ANYONE physically assaulting another dart shooter is subject to immediate expulsion from any and all JBM Amusements Dart Leagues. Violence cannot and will not be tolerated! Verbal abuse and continual harassment of other players may also result in suspension or expulsion from JBM Amusements Dart Leagues. The key to having strong recreational dart leagues is to make each league as competitively fair as possible and JBM Amusements works hard to make each of our leagues as fair as possible. JBM Amusements reserves the right to handicap leagues to ensure fairness.

1. SCORING

NEW RULE EFFECTIVE 09/26/2011. If a dart clearly sticks in a number and does not register - PUSH IT! If a dart clearly sticks in a number and register as a MISSED DART, back up the board, delete the missed dart and then PUSH IT to correct the missed dart! In all other cases, the dart machine is always right; the only exception will be on the last or WINNING DART!. Example: A player needs 39 to go out. He/She shoots and the dart sticks in the triple 13 but the machine fails to score or to score correctly. If the dart sticks and the machine was displaying the "throw dart" message and all other rules were followed, the player and the team will be credited with a win for that game.

If a dart bounces off the board, it's considered thrown even if it did not score. It can't be thrown again. If a dart is thrown before the "throw dart" message is displayed, the dart is considered to have been thrown and may not be thrown again even though it did not score. It is the player's responsibility to make sure that the board is ready for them to shoot their darts!

It is each player's responsibility to see that the machine is displaying the appropriate Player's number prior to throwing any darts. It is the shooting player's responsibility to be sure that the dart machine is in the DO NOT SHOOT/ PLAYER CHANGE state before removing his darts. If it is not, the shooting player must press the player change button before removing his/her darts.

If a player throws out of turn and ends the game, that opposing team is credited with the win.

YOU MUST INFORM THE LEAGUE THE FOLLOWING DAY SO THEY CAN CHANGE THE SCORE IN THE SYSTEM!

2. THROWING WHILE MACHINE IS ON OPPONENT'S NUMBER:

If a player has thrown less than 3 darts, the machine is advanced to the correct player position and the player can throw only the remaining darts. Example: If player 2 throws 2 darts on player 3 before the infraction is noticed, the machine is advanced to player 2's position and player 2 is then allowed to throw his/her 1 remaining dart. The machine is then advanced to player 3 and player 3 is allowed to throw all 3 of his/her darts.

If a player has thrown 3 darts on the opponent's number before the infraction is noticed, he/she has completed their turn. The machine is advanced to the proper opponent's position and the game proceeds. Example: If player 2 throws 3 darts on player 3's position, the machine is advanced back to player 3 and he/she gets to shoot 3 darts.

3. THROWING WHEN MACHINE IS DISPLAYING YOUR PARTNER'S NUMBER:

If you shoot one or more darts when it was your partner's turn not yours, your partner may shoot the remainder of the darts that were not shot for that turn. If the wrong person threw all 3 darts, his/her turn is complete. The machine is advanced to the next player position and play resumes. **Both players from the infraction team lose their next turn.**

4. If a player ends a 01 game when they are locked, the board automatically gives the win to the other team.

5. You may pass any or all of your darts for your turn for any reason.
6. Personal or bar darts may be used. Maximum weight of a dart is 18 grams.
7. A player that deliberately hits the machine & affects the scoring of the game, automatically loses the game for his team.
8. Players feet must be on or behind the front edge of the shooting line during your entire turn.
9. **YOU MAY GO OUT ON A TIE IN 01 GAMES (301, 501, 701, etc...)**

10. If the League does not receive any phone call(s) the day following your match, you are agreeing to the SCORES for both teams and that the player's names put in the board were the correct names of the shooters and that there were no rules broken during the matches for that night.

11. PROTEST: If you feel that anything during the evening was not proper, contact the League Administrator the following morning. Please inform the opposing team that you are filing a protest the following morning. There is a \$20 fee required in order to file a protest. The \$20 protest fee is refundable if you win your protest. Protests are decided by the League and player representatives if necessary.

If a team drops out of the league before the end of the league, all matches involving that team will be deleted. If a team drops out of the league without a legitimate reason, the League may not allow them into the league the following year.

Always push the player change button BEFORE removing darts. Even though the boards have automatic player change, you should still push the button in case the automatic change doesn't work. All matches are to be shot at the home bar according to the schedule including re-schedules.

When contacting the League with a question regarding your league, you must include your league, name, and telephone number and all other relevant contact information.

Substitute Players added at the board the night of shooting will start that night with absolutely no handicap (their average will show as 0.0) which means they will always be considered the top shooter for each game that they shoot in for that night. It is in everyone's best interest to have us enter your subs at least 24 hours before your match so that we can adjust their handicap to reflect the most accurate statistics available. If you aren't able to contact us ahead of time and are forced to go with a "last minute" sub, this is the way the boards will handle their first night of shooting.

12. Everyone enjoys going out to have **a good time**. It is up to all of you to make sure that dart leagues are fun for all. Good Sportsmanship: shaking hands before and after the matches, introducing yourselves to the other teams, offering assistance to players that are not familiar with all the new features of the boards, making every effort to cooperate when involving re-scheduling and of course following all rules and regulations. Common sense: **making sure your team is on time to shoot**, people work during the week, some right after league is over, paying for childcare etc. If your team is not going to show up, call the opposing team captain to inform them as soon as possible. Abusive and violent players are subject to expulsion from any and all JBM Amusements Dart Leagues.

13. All players must be of **LEGAL** drinking age. It is the tavern's and the captain's responsibility to be sure all players are of age. No one's **son/daughter/spouse** who is under age may shoot just because the parent/spouse are present. **Bartenders** that are under age **MAY NOT** shoot either.

14. A team consists of up to **8 players** with a minimum of 4. If your roster is full (8), you need to contact the office to inform us which player(s) to remove. If you do not advise us, your team will be penalized from the night of league that put you over the limit. **Once a shooter is removed, their stats are also omitted for good**, you will still be charged player fees for the players removed if they shot 3 or more weeks. Player fees will be deducted from each team's prize fund at the end of league season. If a player shoots in more than one league, the fee is only deducted once.

15. When it is time for league to start, a team may still shoot even if they are short 1 or 2 players. The team would still have to pay for the missing player's game cost & share of prize fund. You need to enter the player(s) name in the board just like normal. Missing player(s)-The name(s) that was entered into the board at the beginning- may still shoot any remaining matches if they show up late (anytime during the night).

Shooting while short players: When a match comes up involving the missing player, you hit the pass button unless the Missing player is player #1 and has to start the game. In that case you must register 1 dart with just 1 point in a 01 game and register 1 dart in a Cricket game under a number that does not give marks. The partner in that match shoots like normal. In effect, it will be one shooter on a team against 2 shooters for the opposing team.

16. **Players that start the night shooting, must play the entire evening.** If one or more players leaves before all the games have been shot; no one else may replace them. The team either plays the remaining matches by hitting the pass button when the player(s) turn is up (refer to rule #5) for more details or all of the games for the night are forfeited and a forfeit fine will be charged.

YOU MUST NOTIFY THE LEAGUE ADMINISTRATOR IF THE MATCHES WERE NOT FINISHED SO THEY CAN BE PROCESSED!

17. Teams with a player(s) **not allowed in the opposing team's location** must use another regular player or substitute player.

18. Only under extreme circumstances may a team change Sponsor locations during the league season. Your team would need permission from the current sponsor, that can be verified by the league office or if the current sponsor closes the location.

19. SUBSTITUTION: His/Her first initial of first name and entire last name must be entered into the dartboard. During the last 3 weeks of league play, a non-rostered sub may be used if his/her PPD rating is equal to or less than the person being replaced or if the League Administrator has given permission ahead of time. **A substitute is considered a player that shot no more than 2 times for your team during the season.** Anyone **shooting 3 or more times** is considered a **regular** and must pay the WAMO sanction fee if they have not yet done so.

20. Each non-handicapped leagues cap is based on the **4 highest rated players from the original roster**. The PPD cap will be printed on your schedules. No team is allowed to add a new player who has an established PPD rating from previous years, which puts that team over the league cap limit. Any player who does not have a PPD rating, will be given a new players average PPD rating (20 PPD Man-15 PPD Lady-all 01 leagues) (2.0 MPR Man-1.5 MPR Lady-Cricket) Subs-add the four players ppds that will be shooting on league night, the total ppd may not exceed the cap, if it does, wins & assists will be taken away and given to the other team.

21. Any player caught **shooting under an assumed name**, will cost the team that he/she shot for, all the games for the night and a fine of \$25. If you have questions regarding a shooters name, **your TEAM CAPTAIN may ask for proof of ID.** Any team using incorrect names on their line-up for a match, may be suspended from

league and other JBM Amusements functions, and may jeopardize their eligibility for City, State & National Dart tournaments. If as a team, you agreed to allow a team to bypass any rule, your team may also be penalized. These decisions will be made by the League Administrator.

22. A player who has shot 3 times with 1 team **CANNOT switch teams** in that particular league and may not shoot on more than one team on the same night as a regular player. **REGULAR PLAYER IS ANYONE THAT SHOT 3 OR MORE TIMES FOR THE SAME TEAM.**

23. League start time is printed on your standings. You have a **15-minute grace period** before the opposing team may call for a forfeit. For Leagues that begin at 7:00pm, start time is 7:00pm but with the 15 minute grace period, should only be forced to start at 7:15pm. There are those who work until 7:00pm so in order to compromise, the league vote determined that teams will have until 7:30pm to get their shooters ready to shoot. If a person can't make it by 7:00pm, start them in game 2 and if they are not ready to shoot by 7:30pm, start game 2 without them but they will be given until 7:30pm to get there. This compromise allows people who overwhelmingly elected to start at 7:00pm get the match underway while also allows those who can't get there right away the opportunity to get there and be ready to shoot by 7:30pm thus eliminating late starts of 7:45pm, etc... As always, it is good sportsmanship to work together in a fun and cooperative way so at any time, if a player is going to be delayed, the opposing team has the option to wait as long as they are willing to and this will be viewed as a great demonstration of their good sportsmanship! **All reschedules must be made up either before the original match date or no later than the next time you shoot the same team.** You **MUST** notify the League of any matches that have been rescheduled and you may shoot your re-schedules on any day of the week if the bar has an open board. **It does not have to be your league night but it must be shot at the original home bar. If the 2 teams cannot agree on a date and are willing to split the wins evenly, each team will be charged the quarter drop from their prize fund.**

The re-schedule is the responsibility of the team asking for the postponement. It is to your advantage to shoot the match even if you are short 2 players to avoid a forfeit fine and lose of all games. **IF YOU NEED TO RE-SCHEDULE THE LAST WEEK OF LEAGUE, IT MUST BE MADE UP PRIOR TO THE ENDING DATE-NO EXCEPTIONS** Teams are not required to agree to a reschedule so it is in your best interest to shoot your match when scheduled. If the team does not agree to reschedule, you will be charged with a forfeit along with the forfeit fine. It is the Home Teams responsibility to notify their sponsor that they will not be shooting as scheduled which is also the courteous thing to do.

Forfeits- 1st offense \$20.00 plus **the team that shows up for the match will receive 75% of the wins,**
2nd offense \$40.00 plus **the team that shows up for the match will receive 100% of the wins,**
3rd offense possibly dropped from league and all prize money forfeited.

Any team forfeiting during the last 3 weeks of league will forfeit 50% of their prize fund and will lose all of the games.

No money is to be put into the machine for a forfeit.

On the end of the year financial statement, both teams will show a negative amount for each forfeited match to collect the appropriate League Fee because no prize money was put into the dartboard. The team that forfeits will show an additional fine as listed above. Please advise the office of the following infraction, your help will be held confidentially.

Shooting under an assumed name

1st offense \$25.00 fine plus the loss of all games

2nd offense \$35.00 fine plus the loss of all games

3rd offense – Loss of all prize money and may result in suspension from league

Teams that register after the deadline, if allowed, will incur a \$25 late registration fee. As the League Administrators, JBM Amusements reserves the right to modify any and all rules and regulations in order to try to provide the fairest possible outcome for ALL DART SHOOTERS AND ALL SPONSORS! We want to do anything and everything we can to make darts fun and fair so if you have suggestions, please let us know. Although we cannot possibly accommodate every person's request and desire, we will always listen and try our very best!