

Welcome to Big Dog Enterprises, Ltd. d.b.a. Big Dog Amusement's Dart leagues.

The Captains Guide has been compiled to make the league go as smoothly as possible. **Knowledge of its contents is mandatory for all captains.** Most of the time, problems and disputes arise as a result of a lack of understanding league bylaws and policies. A complete knowledge and understanding of the rules, policies and procedures will allow all of us to fun throwing darts without worrying about technicalities.

SPORTSMANSHIP, RULE Understanding and/or Explanation and especially COMMON SENSE!, are to be used to cover any question that may arise during a match that is not explicitly answered in these rules. Remember we play darts for the love of the game and to have fun, enjoy your league nights and have fun.

Captains' Duties

1. **Shall be present** or send acting Cpt. to league meeting.
2. **Be present at banquet awards / paybacks.** (Only a Team Cpt. Can receive awards/ paybacks; If the Cpt. Cannot be present, he/she must go to Big Dog Amusements in person and appoint acting Cpt. In writing to receive awards/ payback monies)
3. **Shall inform his/ her team of all league rules, regulations and any change to them for this season.**
4. **Team Captains are responsible for their own and players actions during matches.**
5. **Team Captains are responsible for the following.** A) Envelopes B) Collecting (\$4.00) dollars for league fees per player, per night for each division. C) Score sheets D) Sub Sheets E) Reschedule Sheets. AND PLAYERS CARDS(If paperwork is lost or replacements needed. Captains May buy new pack for \$5.00. Envelopes for \$3.00, or DARTSLIVE Players Cards for \$10.00) **{Abuse of material has made this decision for Big Dog Amusements}**
6. ~~Captains must make sure all players and subs are sanction by the NDA.~~ The fees are \$7.00 (seven) dollars and must be paid within the first 3 weeks of league play, unless paid for the previous season (at beginning of year) or at NDA headquarters.
7. **Ensure opposing team has 30 min. access to dart board prior to game starting,**
(This insures both team are familiar with board to be thrown on)

Substitutions

- I. **Legal Subs:** a player that is not on the Team Starting Roster (when it is turned into Big Dog Amusements), who will only play for said team, for that night.) ***The person subbing must provide Big Dog Amusements His/Her a card number at least 2 hours in advance (Subs can only sub for one team per Division per season, as long as they are not on another Team Starting Roster for same Division)(Subs must also have the required amount of games on there players card***
- II. **ILLEGAL SUBS** (a player that is entered under a starting and/or substitute roster team member name and number, Or **new sub during last two weeks of league**) any game that an illegal sub plays in will result in automatic loss for that game he/she participates in.

- III. Permanent subs are added to the team and will continue to be a sub for that team for the rest of the season. **The captain will fill out a Big Dog Amusements add a player form and turn into Big Dog Amusments with game match score sheet.**(So the new player can get their new player number, the new player should appear on the PLAYER STISTICS report that is posted in the DARTSLIVE Dart Board.
- IV. Each team may have any number of substitutes. (as long as they are legally able to)
- V. **Subs Must Play Entire Match (No Subbing Until Starting Player Arrives)**
- VI. **Sub are permitted after play has started, but only in emergency circumstances (i.e. illness, emergency at home) and must be validated by both captains.**
- VII. **NO SUB PLAYERS ALLOWED THE LAST TWO WEEKS OF LEAGUE PLAY**
- VIII. **GHOSTING A PLAYER:** if waiting for a team player you can start the match and Ghost the missing player (do this by pushing the player change button when it is the missing players turn) when and if that player should arrive he/she may resume playing the remainder of game in match.
However you can never have a sub play under a starting roster player's name. If team mates name is entered, only the name entered can play. If you entered "a substitute" in the missing players place, then only that non starting roster player can play the match. **Remember who ever starts playing must finish game.** (Unless emergency arises).
No Roaming players.

Postponement and / or Rescheduling Matches

- 1) Postponement / Reschedule form will have date, time and location of the rescheduled match and turn into Big Dog Amusements.
- 2) To postpone a match, the postponing team must contact the opposing captain at least 24 hours prior to league play. If match is postponed, it is the responsibility of BOTH captains to fill out a postponement form with the rescheduled match information and turn into Big Dog Amusements by Friday 5:00 P.M. (If no form available use a sheet of paper with all the information above and both captains signatures) In the event the game is not made up in the allotted time, the team that originally caused the reschedule will receive a forfeit for that match.
- 3) **Dues are still mandatory to paid by both teams, even if match is not played**
- 4) There are NO postponements the last week of league play.

PROTESTS

Any player or team with a protest shall submit the protest in writing along with a \$10.00 protest fee, citing the specific nature of the protest (which rule or what circumstance caused the violation or incident), the exact date and day of the violation, and the name of the team and/or players involved. **Written protest should be submitted within 7 (seven) days of violation, and the name and number of the teams and/ or players involved.** Written protest should be submitted to Big Dog Amusements. Player name and number needs to captains is required; the protest then will be reviewed by league official and league captains not evolved with incident. Majority vote is required to determine outcome and a decision will then be rendered. If the decision is in favored of the protest, then the \$10.00 fee will be returned. If the decision is against the protest, the money will be deposited in the league fund. (PLEASE NOTE: NOT ALL LEAGUE CAPTAINS HAVE TO VOTE; ONCE MAJORITY DECISION LEAGUE CAPTAINS HAS BEEN MADE THE DECISION IS RENDERED.) **VOTING CAPTAINS = MUST BE IN THE LEAGUE DIVISION**
IN WHICH THE PROTEST OCCURRED. Any question regarding rules should be directed to a Team Captain or League Official.

<h3>Dart Equipment Specifications</h3>
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- I. Foul line from front of foul line to front face of the dart board will be (8') eight feet. (* this measurement is not from the front of the dart machine case to foul line)
- II. (5'8") five foot eight inches from the floor to the center of the Bull's Eye.
- III. Tips used must be standard factory issue for Electronic Darting and cannot have broken tips.
- IV. Flights may be no wider the (3/4"), as measured from the shaft to flights edge. They flight may not have more than 4 wing or fletching
- V. Darts may not exceed eight (8") eight inches in length from the end of the tip to end of flight.
- VI. ~~Darts may not exceed NDA standard for Officially Sanctioned NDA Tournaments. The current weight standard is 18 grams.~~
- VII. Darts will be inspected upon request

***Local standards may vary for league and tournaments on darts and flights; please contact BIG DOG AMUSEMENTS IF YOUR HAVE ANY QUESTIONS.**

FORFEIT RULES

1. Game time is at scheduled for 7:30. If a full team isn't in attendance at the scheduled match time, teams will have (15) fifteen minutes to show.
2. 15 minute rule is applied after the 30 min. access rule has been met (Cpt. Rule #7)
3. If a team is over (15) minutes late, the opposing team captain has the following options;
 - a) **Call a Forfeit** (mark the envelope and deposit with due into machine) -- Turn in Forfeit sheets to BIG DOG AMUSEMENTS.
 - b) **Ask for a reschedule:** If opposing team agrees, (fills out postponement / reschedule sheet and return into BIG DOG AMUSEMENTS.) and follow rescheduling rules.
 - c) **Continue to wait for tardy team;** once both teams agree to wait, the match **CANNOT** be protested due to late start.

Scoring Forfeit--- (forfeiting team will not receive any wins)

<u>Games played</u>	<u>Wins awarded</u>	<u>Loses awarded</u>		<u>Forfeiting Team Wins</u>	<u>Loses awarded</u>
<u>13</u>	<u>*9</u>	<u>*4</u>		<u>0</u>	<u>13</u>
<u>15</u>	<u>*11</u>	<u>*4</u>		<u>0</u>	<u>15</u>
<u>17</u>	<u>*12</u>	<u>*5</u>		<u>0</u>	<u>17</u>
<u>19</u>	<u>*14</u>	<u>*5</u>		<u>0</u>	<u>19</u>
<u>11</u>	<u>*7</u>	<u>*4</u>		<u>0</u>	<u>11</u>

***Forfeits will be averaged out and the better score will be issued to winning team**

- I. **Any team forfeiting will pay (twenty) \$20.00.:** The \$20.00 must be paid before their next match or IT WILL BE TAKEN OUT OF THE TEAM PRIZE MONEYS AT THE END OF THE SEASON
- II. **A forfeit team will be dropped one placement on Team Standings per forfeit.** (this will include play offs, for ties at end of season)
- III. **A TEAM THAT FORFEITS (3) THREE MATCH'S WILL BE REMOVED FROM THE SCHEDULE AND ALSO FORFEIT ANY AND ALL PAYBACK CASH AND PRIZES.**

*** To be awarded forfeit matches, envelope(s) must be dropped in machine with league dues, or **GAME WILL BE CONSIDERD A NO PLAY!** (Games will not be registered for standing in league...i.e. 1st , 2nd)

SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded on the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the "Last Dart---Winning Dart" that meets the following criteria: **A) the "Last Dart---Winning Dart" must stick.**

B) The machine was displaying the "Throw Darts" message then, no matter if the machine fails to score, or scores incorrectly, the player/team will be credited with the win in that game.

Example:

Player's score is **24** at the beginning of their turn. If a dart which has clearly been thrown when the light is green and sticks but does not score (i.e. an obvious malfunction). Their first dart hits and sticks in the single (**9**) nine but does not register or score. Their second dart scores a single (**15**) fifteen ...Since it was the "Last Dart---Winning Dart", that player / team wins the game

2. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.
3. If there is any question to whether the machine is scoring or working properly. STOP THE GAME. Do not remove darts or activate the "player Change". The team captains must try to solve the problem. If they are unable to then they will need to call for service. If the situation cannot be resolved, move the match to another machine (Big Dog Amusements owned) [when possible], or reschedule the match. If the captains choose to reschedule then both captains MUST FILL OUT RESCHEDULE SHEET AND TURN IT INTO BIG DOG AMUSEMENTS by FRIDAY 5 P.M.
4. Each player throws a maximum of three (**3**) darts per turn.
5. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.
6. If a dart is thrown before the "throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.
7. **BACK UP TURN FEATURE:** ~~Hold yellow button located on the front of the board to activate reverse a round feature; if a player inadvertently shoots out of order, and no other player has shot, the backup feature will be used to correct the problem. This feature can only be used once per game.~~
8. **No Manual scoring is aloud in this league do not touch the segments to enter a score with or without throwing a dart**
9. **PLAYER DISPLAY:** A) if in a team play, a player throws on his partner's number, **each player on that team loses a turn IMMEDIATELY!** B) If a player wins a game on his/hers partner's turn, **that GAME GOES AS A LOSS!** C) If a player deliberately plays in a game he/she is not supposed to be playing, for the first occurrence that game is a forfeited. D) Any subsequent occurrence shall result in forfeiture of **ALL game that player has participated in.**

GENERAL RULES

1. **PLAYER MUST BE 21 YEARS OF AGE**, if bar personnel request an I.D. and you don't have one to show, you will **NOT** be allowed to play.
 2. **Dart Boards should be place in low traffic areas when possible, and proper space for a player throwing area. (this also prevents detractions when throwing)**
 - 2b) **Dart boards should be place on the most level area in these places; this will ensure a fair playing area for both teams.**
 - 2c) **Hosting Bar will provide ample space and reasonably close seating arrangement to the dart board. (This allows captains to have space for paperwork and visual confirmation to the board when opposite team throws, to monitor scores and possible fouls) FALURE TO ACCOMIDATE THESE BOARD RULE WILL BE HANDLE IN THIS MANNER**
 - 1) Move game to visiting bar provided they meet Dart Board criteria or to another Game Master Board that is not being used for league that night; provided both team captains agree on location to be moved to. (As long as it meets rule 2 requirement)
 - 2) Reschedule match within a week, and all infractions fix. (As long as visiting team agrees)
 - 3) Home team forfeits match. Score will be give to team according to forfeit rules
- * * REMEMBER TO FILL OUT PROPER PAPER WORK AND TAKE IT TO Big Dog Amusements*****
3. Establishments with multiple dart boards shall designate which teams will play on each board. The visiting team will have a right to half of the designated boards for the 30 minutes before beginning of the match.
 4. Each team is responsible for playing for his/her own games.
 5. **All players will throw from behind foul line. (Handicap able persons in wheel chairs players can shoot with upper torso behind foul line.)**
 6. **No restrictions on leaning.** A player may lunge at line to throw, as long as his/ her foot stays behind foul line.
 7. While participating in a game during a match, they are not allowed to take practice throws on another board.
 8. Distracting behavior by opponents and/or fans, patrons of the establishment is not allowed.
 9. A player may be coached only by the team captain or his/her designated other.(behind foul line)
 10. Players are not required to throw all (3) three darts and may choose to pass or throw less than (3) three darts. **321 exceptions--- ALL PLAYERS MUST THROW ALL THREE (3) DARTS. UNLESS IT IS THE WINNING DART**
 11. If A DART IS THROWN BEFORE THE "THROW Dart" message is displayed, or a dart missed the board or bounces off the board, is considered to be a thrown dart.(NO RE---THROWING)
 12. **BY RULE THE BOARD IS ALWAYS RIGHT.**
 13. Players name should be identifiable on screen.
 14. **PLAYERS AT THE LINE HAVE THE RESPONSIBLTY OF INSURING THAT THE BOARD IS DISPLAYING THEIR NAME BEFORE THROWING ANY DART.**

15. ~~If a player scores on an opponent's number, the opponent has the option to keep score or use the BACK UP TURN FEATURE. (refer to rule #7 in scoring)~~
16. No member of a team that is claiming that an error or foul has occurred may throw and score until there has been a resolution of the matter or the claim shall be voided.
17. Abuse of equipment, poor sportsmanship, or unethical conduct will not be tolerated and any such violations shall be grounds for forfeiture or disqualification from the league, and/or both.
18. The score recorded by the game is the score the player receives. A dart that sticks in the board but doesn't activate the electronic segment may not be manually scored. A dart throw that indicates "OUT" on any board will be handled in this manner.
- a) After the first dart thrown: The player notifies the opposing captain of the "OUT" problem, then goes to the board and removes the dart. After the dart is removed, the player throws the remaining darts.
- b) After the 2nd dart is thrown: First, remove the 1st dart, then the "OUT" dart, throw remaining dart.
- c) After 3rd dart is thrown: first remove the 1st dart, then the 2nd dart, then the "OUT" dart. Then push Player Change. **NOTE: THE DART CREATING THE "OUT" PROBLEM USUALLY BECAUSE THE OUT SENSOR REGISTERED THE DART BEFORE THE SEGMENT SENSOR. SENSITIVITY OF THE SENSOR CAN BE ADJUSTED PRIOR TO THE MATCH**
19. **NO GAMBLING** of any kind will be permitted during league play. Gambling is prohibited by State Law and the Liquor Commission. Players should not jeopardize the establishments and owners to any liability to gambling.
20. **NO MANUAL SCORING**"Finger Banging" this will not be tolerated as it is detrimental to online league play and will be dealt with accordingly.
21. **NO LOCATION** WILL CHARGE A COVER TO DART PLAYERS, during dart league play.
22. **DO NOT WRITE WILL PAY OR PAID @ BIG DOG AMUSEMENTS ON ENVELOPE, ONLY WRITE DOLLAR AMOUNT ONLY; IF YOU DON'T PAY PUT A (ZERO) \$0.00**(THIS IS FOR ACCOUNTING PURPOSES AND RECORDING) **NOTES: ARE FOR INFORMATION LIKE, ADDING SUBS RECHEDUAL/POSPONMENT, BOARD NEEDS REPAIR ECT... NOT TO BE USED FOR: "JOHN/JANE DOE CALLED ME A SUCKY PLAYER", " I HATE THIS GAME", " NEED TO CHANGE GAMES ON LEAGUE" ..ECT.**
23. **Thank You and have a safe and great dart season**

Teams Tied for 1st-2nd- and 3rd place will have a play off

1. ~~Teams tied for 1st place will play for 1st and 2nd place,~~ (in the case of a three or more team tie Teams will play for applicable placing) Leaving third place to the next closest team.
 2. ~~Teams tied for 2nd place will play for 2st and 3rd place,~~ (in the case of a three or more team tie Teams will play for applicable placing) Leaving 4th place or higher to the next closest team.
 3. ~~Teams tied for 3rd place will play for 3rd and 4nd place,~~ (in the case of a three or more team tie Teams will play for applicable placing) Leaving 5th place to the next closest team.
 4. ~~Teams will play at a neutral location:~~ All games will be played on paper.
 5. ~~Games will be played to majority win: 13~~ game race to ~~7,~~ ~~15~~ game race to ~~8,~~ ~~17~~ games race to ~~9~~
 6. ~~Two (2) teams will play one game:~~ * (3) three or more teams will have double elimination.
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LEAGUE STANDINGS & RESULTS

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- a) League Standing is based on total GAME points (5-4, 6-3, etc.) won only:
- b) For each MATCH (one night) win, the team is awarded 1 extra bonus GAME points.

Example of GROUP standing after 2 matches:

Team 1 vs Team 3: Score of 5-4

Team 2 vs Team 4: Score of 9-0

GROUP 1	Games Won	Games Lost	Bonus Points	Total Points	Position
Team 1	5	4	0	5	2 nd
Team 2	9	0	0	9	1 st
Team 3	4	5	0	4	3 rd
Team 4	0	9	0	0	4 th

- c) Total number of points at the end of the Season will determine their rankings. For divisions with multiple groups, group champions will be earned an advantage in the league finals.
- d) All results and standings are updated real-time online at <http://league.dartslive.com>
- e) At the end of the season, if 2 or more teams have the same Game Won, Game Lost & Total Points, total points, the online league system will compare the legs won/lost points within each match and rank the teams accordingly.
- f) The final position as stated in the online league page stands as the final league standing result.

SANDBAGGING

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- (a) Team Captains are responsible to verify that his/her team members' ratings, as reported in the league, are accurate at all times;
- (b) If the League Master discovers that a player has been playing with a rating that is drastically different than his True* rating, the League Master will exercise his/her rights to impose Sandbagging Penalties as follows:

The offending player will be immediately removed from the current league season but will be allowed to continue playing in other leagues at the

- i. acceptable True* rating as specified by the League Master and within the allowable rating limit; OR
- ii. The offending player will be immediately removed from all leagues AND banned from all DARTSLIVE events, for a minimum period of three (3) months or up to a maximum of twelve (12) months (for repeated offenders).
- iii. All games played by the offending player will be reversed accordingly to the point of discovery of this offence:-
 - > Within the first half: All winning games will be reversed win to opposing team;
 - > Within the 2nd half: All winning games from the 1st week of the 2nd half to the point of offence, reversed win to opposing team;

- (c) Offending player will be disqualified and lose all awards, prizes and recognitions achieved during the league.

**True Rating = Rating as justified by the League Master, based on results of investigation*

BIG DOG ENTERPRISES LTD reserves the right to negate or modify any rule contained herein when it is necessary to protect the parity system of all BIG DOG AMUSEMENTS DART LEAGUES.

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Last Updated: July 2017

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