



H. Lazar & Son Electronic Darts Combo Dart League Rules

The following is a set of guidelines to help the Captains solve a problem if a disagreement arises. If team Captains agree to play a game under circumstances not covered by these rules, the results of that match stands, and no protest will be allowed.

THE GAME (GENERAL PLAY)

1. **GOOD SPORTSMANSHIP:** Common Sense and **GOOD SPORTSMANSHIP** are to be used to cover any questions that may arise during a match and are not covered explicitly in these rules. Remember we are here to have fun and enjoy ourselves.

2. **GAME TIMES:**

- **4-Person League:** 4-person league, Game time is 8:00 pm.

Captain's, if you are going to be delayed in playing the match for any reason, please call the team you are scheduled to play.

Teams will have a 15-minute window to show. At 8:15 pm, the team that's waiting for the match to start wishes to take a forfeit, they may do so. The Captain must call or email the office with the details. If a team is waiting for one player they can have that player shoot last. If he/she doesn't show by their turn it must be skipped. In case of extenuating circumstances starting time can be changed if the teams involved agree.

- **Sunday 2-Person League:** Sunday 2-person league, Game time is 7:00 pm.

Captain's: If you are going to be delayed in playing the match for any reason, please call the team you are scheduled to play.

Teams will have a 15-minute window to show. At 7:15 pm, the team that's waiting for the match to start wishes to take a forfeit, they may do so. The Captain must call or email the office with the details. If a team is waiting for one player they can have that player shoot last. If he/she doesn't show by their turn it must be skipped. In case of extenuating circumstances starting time can be changed if the teams involved agree.

- **Sunday Singles League:** Game time is 7:00 pm.

The singles league can be flexible. Both players must agree to a different start time.

- **Game Postponement:**

If a match is mutually postponed, **THE CAPTAIN MUST CALL OR EMAIL THE H. LAZAR & SON ELECTRONIC DARTS OFFICE.**

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3. GAMES: The games are 501 and Team 701 open in/open out single bull. Team Cricket single bull. Games can be adjusted by a vote at the Captain's meeting prior to the season. In team play, 2 players per team alternate rounds so that each member participates in a predetermined order. Home team starts the match; loser of game starts the next game. Other listed team member may be substituted between sets of games. **Shooting order cannot be changed among the original players starting match when there are just three or four players present.**

4. DARTS: Players may use their own darts, as long as they are unaltered factory-issued darts and tips. They cannot exceed eight (8) inches in length and twenty (20) grams in weight.

5. ROUND: Each player throws a maximum of three (3) darts per round. A player, after stepping to the foul line, has 30 seconds to throw his/her dart. ***The dart machines have a recall feature. In case a player throws out of turn or in an incorrect manner, he/she may back up the score by pressing the up arrow button. A maximum of 6 darts may be backed up.*** A player has a maximum of three (3)

minutes to get to the line after a game has started. Failure to do so may result in the losing of that game for his team. The match proceeds, skipping his/her turn till that player returns to the machine.

6. FOUL LINES: All games shall have foul lines. If a location does not have a foul line, please contact the office to make me aware. Players throw from the front of the foul line. Players will be allowed to lean and cross the foul line with the trail foot, as long as the trail foot does not touch the floor before the dart scores. First violation of this rule will be a warning from the team Captain. The second violation of this rule will result in forfeiture of that game.

7. TEAMS: Teams will consist of up to eight (8) players. All teams will pair up and play fifteen (15) games each week.

- **Pros:** Each team in the A division is allowed one (1) pro to play for their team any given night. A player is considered a pro if they are on the Bullshooter Pro List, or just coming off that list in the same year. If you are unsure of a player's status you can contact the H. Lazar & Son office for a decision. **ANY TEAM PLAYING WITH TWO (2) PROS ON A GIVEN NIGHT WILL RESULT IN THE FORFEITURE OF THAT MATCH.**

8. SUBS: To play any match, at least two (2) rostered players on each team must play in that match. No team may play with three (3) or more floating subs without league permission.

IF A SUB IS USED THE FULL NAME MUST BE ENTERED IN THE BOARD. IF A NICKNAME IS USED THE CAPTAIN MUST CALL OR EMAIL THE H. LAZAR & SON DARTS OFFICE WITH THE SUB'S FULL NAME.

If using a sub who has never played league or who does not have stats, use the following stats for male and female players for A, B, and C Divisions.

A -Division

Male Player: MPR 2.5 PPD 23

Female Player: MPR 1.75 PPD 18

B -Division

Male player: MPR 1.85 PPD 19

Female player: MPR 1.60 PPD 15

C-Division

Male Player: MPR 1.75 PPD 17

Female Player: MPR 1.30 PPD 13

8a. Ghost Player: If any team cannot get a fourth player, and they do not want to forfeit or postpone, they can play with a ghost player. X01 games are scored with the points per dart of any rostered player in each round. In Cricket, one mark per round is allowed. No Bullseye is allowed unless it is the only number open. The ghost cannot go out in either game. The ghost can only score points on an opponent only if any other mark will cause a win.

8a.1

WHEN A PLAYER USING A GHOST PLAYER, HE OR SHE CANNOT THROW DARTS AS THE GHOST PLAYER (A SINGLE PLAYER CANNOT THROW AS 2 PLAYERS) IF A PLAYER PLAY'S AS BOTH PLAYER 1 AND PLAYER 2 AS GHOST PLAYER, THE MATCH WILL BE FORFEITED.

8b. SUBS: A player listed on a team's roster in one division, may not sub for a different team in the same division on the same league night

9. HANDICAP SYSTEM: If the league is designated as handicapped, league handicaps **MUST** be used every match. ***When new players are added, their handicap for their first appearance, if not on record, will be the same as the average for that team.*** A player's handicap will be equal to their average of their last played season. After two (2) weeks their handicap will adjust to their current average for the respective season. When using the handicap system please refer to the averages handed out at the beginning of the season. If any average is incorrect the team Captain can adjust the averages on the board before the match starts. Currently, we are on a 75% handicap in X01 and a 7-mark max in Cricket. (this is may be adjusted based on teams total averages)

10. COACHING: A team Captain may instruct his/her own players for a period no longer than 15 seconds after they have stepped to the line.

11. SCORING: The score recorded by the machine is the score the player receives. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.

Incorrect Scoring: If a player should throw three (3) darts and one (1) dart hits the web or does not score, and the player removed darts before pressing the player change button, causing the dart to register a score, the following conditions apply:

For the 1st offense:

- a) If the score causes a win – the other team will receive the win for that game.
- b) If the dart just lowers the score - ***The dart machines have a recall feature. In case a player throws out of turn or in an incorrect manner, he may back up the score by pressing the up arrow button. A maximum of 6 darts may be backed up,*** and play will continue.

For the 2nd offense: The team will forfeit that game. To avoid this problem press the player change button first then remove the darts.

12. MACHINE:

- a) The player accepts that the dart machine is **ALWAYS RIGHT**. If the machine is not working properly the two (2) Captains will decide whether to play or make up the match. If the match is completed no protest will be allowed.
- b) Machine Tilt. The player/team who tilts the machine (by causing the dart machine to shut down or reset) automatically forfeits the Game.
 - (i) *Exception 1* – If a thrown dart deflects off machine and hits player change button and player is still holding dart(s) in hand he may hit up arrow button and bring it back to complete his round. *EXAMPLE: Player 2 is up, throws his first dart, bounces off the spider, and hits player change button. Player observes this, can bring it to the attention of the Captains; player can hit up arrow button to bring it back to complete throwing the remaining two (2) darts.*
 - (ii) *Exception 2* – Manual Scoring:
 - (1) There is no manual scoring: Penalty is the loss of the next turn.
 - (2) The only exception will be on the winning dart.
EXAMPLE: A player needs 50 to go out. He shoots and the dart sticks into the Bullseye, but the machine fails to score or scores the wrong number. If the dart sticks, the machine was showing the throw dart message or the light is on, and all other rules were

followed, the player's team will be credited with the win in that game. This rule will apply only for a single dart. Not for a combination of darts.

13. MACHINE DISPLAY: It is each player's responsibility to see that the machine is displaying that player's number or name prior to throwing any darts. If a player throws when the machine is displaying an opponent's number or name, **he can back it up** and allow play to continue. If, in team play, a player throws when the machine is displaying the name of that player's partner, **he can back it up** and allow play to continue. If a player, mistakenly or deliberately, does not follow the score sheet roster and plays in a game he/she is not supposed to be playing (for example: the game calls for P1 and P2 but P3 plays the game) then for the 1st occurrence that game will be forfeited. If it happens a 2nd time, all games that the player has participated in will be forfeited. If this happens in the first game of the match, the Captain may change the line-up to accommodate this situation.

14. SPONSOR FEE: Each location must pay a sponsorship fee of \$30 for each team in each season's league.

15. SHOOTING FEE: The Fall and Winter league have a shooting fee of \$160. The Summer league has a Shooting fee of \$100. **Team Captains have the duty and responsibility to submit completed and correct rosters. Check with sponsoring locations about team fees. If the location is not paying the dues for the upcoming season, then you must submit the fee with your completed roster sheet to be considered for the new season.**

16. TEAM STANDINGS: Team winning percentage will determine standings. If there is a tie in standings the prize money will be split between two places and teams tied in them. The winning team of head-to-head play will win position. If still tied, the team that did best against the first-place team or next-rated team shall win the position.

17. UNSPORTSMANLIKE CONDUCT:

- a) Foul or abusive language will not be tolerated. **(REMEMBER GOOD SPORTSMANSHIP)**
- b) Kibitzing or harassment from players or spectators will not be tolerated.

ANY INCIDENT INVOLVING A PLAYER WILL RESULT IN A WARNING FOR THE FIRST OFFENSE. A SECOND OFFENSE WILL LEAD TO A ONE WEEK

SUSPENSION OF THAT PLAYER. A THIRD OFFENSE WILL LEAD TO THE PLAYER BEING SUSPENDED FOR THE SEASON AND A 20% FORFEITURE OF PRIZE MONEY FOR THEIR TEAM.

- c) If any physical violence occurs, the player(s) or team(s) responsible will be expelled from the league and forfeit all monies paid.
- d) Any player(s) or team(s) abusing equipment, showing poor sportsmanship or unethical conduct may be grounds for the forfeit of the game, a match, or expulsion from the league.
- e) Persons damaging private property during a dart match are legally responsible for that damage.

18. PRIZE MONEY: Prize money will be paid out at the end of the league season based on the finish in the standings. For a player to be eligible for any special prizes, he/she must have shot in at least 50% of the games.

19. PLAYER RELEASE: A player released from one team wanting to play or sub for another team must first have written permission from the present Captain to play or sub for that other team. **PERMISSION CAN ONLY BE GIVEN BY THE CAPTAIN AFTER CONTACTING THE H. LAZAR & SON DARTS OFFICE.**

20. PROTEST RULE: To protest a match the following must occur.

- a) Protesting teams should notify the opposing team the moment the protesting situation occurs. The match will continue to be played.
- b) The protesting Captain has 24 hours to officially contact the H. Lazar & Son Darts office and notify H. Lazar & Son Darts of the protest. After 24 hours the protest will not be accepted.
- c) The protest will then be reviewed by the protest committee, and a final decision will be rendered. H. Lazar & Son Darts will then notify both Captains of the decision.
- d) H. Lazar & Son Darts, after reviewing any match has the right to initiate a protest

21. FORFEIT RULE: The following applies:

- a) Any team that forfeits will be required to pay a \$25 fine. A 2nd forfeit means **IMMEDIATE DISQUALIFICATION** from the league. Disqualification from the league means teams and players. Disqualified players cannot sub for any team for the remainder of that season, or in playoff games. Disqualified teams forfeit all monies, prizes, and banquet privileges. **ANY** team using a disqualified player will forfeit to the opposing team all games in which the disqualified player has played. Any disqualified team that wants to return to the league must pay a \$50 forfeit deposit. This money will be refunded if no forfeits occur. In the event of only one (1) forfeit the \$25 will be deducted from the team's winnings at the end of the league season.

- b) Scores for forfeits will be awarded in the following manner:
 - 1. A team that gets forfeited to will receive the same amount of wins as the team in their division who has scored the highest number of wins that night. No less than 10.

 - 2. The team that forfeits will automatically receive 0 wins and 15 losses.

- c) In the event, the opposing team does not show up, and you were not notified **AT LEAST TWO (2) HOURS** ahead of time, the match becomes a forfeit and you must let the H. Lazar & Son Darts office know. If you cannot get in touch with the opposing captain you can contact the office via email and try to resolve the situation.

- d) **THE LEAGUE COORDINATOR HAS THE FINAL DECISION ON ALL FORFEITS**

22. PLAYOFFS: The top four (4) teams in each division make the playoffs.
Semi-Finals – 4th place will play at 1st place and 3rd place will play at 2nd place.
Finals – Winners will meet a higher-seeded team for the playoff championship.

- a) To be eligible to play in the playoffs, players of respective teams must have played in 30% or more of the scheduled league games. Please make sure to rotate your subs to have them eligible for the playoffs and banquet. **THERE ARE NO EXCEPTIONS!**

- b) **If a team has 3 or missing matches, they are NOT ELIGIBLE TO PARTICIPATE IN THE PLAYOFFS.**

c) There are no playoffs for the Summer League.

23. BANQUET: *H. Lazar & Son Darts will determine a date for the banquet and select the location where the banquet will be held. Selection of the location will be based upon the size of the League and accommodations required.*

Rostered players or subs must play at least 30% of season games or more to be eligible for banquet privileges. Any rostered players under 30% of games played will pay a banquet fee of \$16. Non-rostered subs wishing to attend will pay a guest rate of \$16. All guests are welcome. All guests and players must RSVP to the H. Lazar & Son office by the date given by the coordinator.

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