

# ***MIDSTATE AMUSEMENTS ELECTRONIC DART RULES***

## **1. SCORING**

- A) 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. This only applies for a single dart and not for a combination of darts.
- B) A dart that sticks in the board but does not register, MAY NOT be manually scored.**
- C) If a dart bounces off the board, it’s considered thrown even if it did not score. It can’t be thrown again.
- D) A dart is thrown before the “throw dart” message, dart is considered thrown and may not be thrown again.
- E) 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.
- F) If a player throws out of turn and ends the game, that opposing team is credited with the win.

**YOU MUST INFORM SHARI THE FOLLOWING DAY SO I CHANGE THE SCORE IN THE SYSTEM**

## **2. THROWING WHILE MACHINE IS ON OPPONENT’S NUMBER:**

- A) 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.
- B) 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:**

- A) 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.

6. Personal or bar darts may be used. No broken or cut off tips allowed. Maximum weight of a dart is 18 grams.

7. A player that deliberately hits the machine & affects the scoring, 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 301**

10. **If Midstate Amusements 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 office the following morning. Please inform the opposing team that you are filing a protest the following morning. A protest is \$20-refundable if you win your protest. Protests are decided by Midstate Amusements and player representatives if necessary.

12) Master Out Rule no longer applies to our league system. **COMMEN SENSE COMES INTO PLAY WITH PLAYERS THAT KNOW THEY SHOULD MASTER OUT ANYWAY. GOOD SPORTSMANSHIP!!**

If a team drops out or is dropped out before the end of round, all matches involving that team will be deleted.  
If a team drops out of league without a legitimate reason, Midstate may not allow them in the following year.

**WEBSITE: [www.midstateamusements.com](http://www.midstateamusements.com)**

**EMAIL: [midleagues@midstateamusements.com](mailto:midleagues@midstateamusements.com)**

**Shari's cell: 379-7438-no calls after 9pm unless an emergency**

**Office 231-6436 from 8:30-5:00 p.m. Monday-Friday**

**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. If there is a problem, you **MUST** contact Shari to get permission to shoot elsewhere.**

As strange as this sounds, there are teams in league that do NOT know the full names of their teammates. Please make a point of knowing who is on your team. You can always refer to the stats! Many times while speaking with a shooter, I will ask what player they may be discussing with me only to find out they do not have a clue.

When calling me or emailing me with a question regarding your league, you need to know your league number and on an email I want you to include that number.

When you use a sub that so far is not shooting for any other team this season, you need to call or email me with the sub's address & phone. If the sub has a first name that can be used for either a male or female, I also need to know which gender.

13. Everyone enjoys going out to have a **good time**. It is up to all of you to make sure that dart league 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.

14.If you have a problem during league that is not covered in the rules, call a player rep (**list of reps is in your folder**) **DO NOT** call a player rep that shoots in your league. If the player rep(s) are unable to help, call Shari's cell. If the problem can wait until the next morning, call the office 231-6436 after 8:30 a.m. & I will assist you at that time.

15.All players must be of **LEGAL** drinking age. It is the taverns and the captains responsibility to be sure all players are of age. No ones **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.

16.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 teams prize fund at the end of league season. If a player shoots in more than one league, the fee is only deducted once. This includes the Omro and FDL dart leagues.

17. 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.

18.**HANDICAPPED LEAGUES:** You will need to enter a substitutes PPD & MPR rating into the board, using his/her rating from last season or the new player rating if he/she has not shot league since 2002.

Call the office for a players rating. Male new player is 20 ppd-1.5 mpr Female is 15 ppd-1.0 mpr

**ONE PERSON FROM EACH TEAM SHOULD BE AT THE BOARD WHEN ENTERING IN THE LINE UP.** This is a safety precaution, if a team adds a sub, you need to know what ppd/mpr was entered. They could use a master shooter and enter in a much lower average for that person. Once the match has been shot, I CANNOT change the ppd/mpr that was entered. It is your responsibility to make sure you agree with what was entered.

19. **Players that start the night shooting, must play the entire evening.** If one or more players leave 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 SHARI IF THE MATCHES WERE NOT FINISHED SO I PROCESS IT PROPERLY**

20. Teams with a player(s) **not allowed in the opposing teams location** must use another regular player or sub.

21. 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.

22. **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 I have 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**.

23. Each 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 a 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) (1.5 MPR Man-1.0 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. Call Midstate-Shari 231-6436 if you need assistance.

24. 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, **you 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 Midstate Amusements functions, 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 Midstate Amusements and player reps if necessary.

25. 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.**

26. League start time is printed on your standings. You have a **15-minute grace period** before the opposing team may call for a forfeit. **All reschedules must be made up either before the original match date or within 2 weeks after the original date unless other arrangements are made with Shari.** You **MUST** notify the office of a reschedule 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.

Forfeits- 1<sup>st</sup> offense \$20.00  
2<sup>nd</sup> offense \$25.00

**Forfeits-the team that shows up for the match will receive 75% of the wins, unless it is during the last 3 weeks of league.**

3<sup>rd</sup> offense possibly dropped from league and all prize money forfeited

**Any team forfeiting during the last 3 weeks of league will forfeit 50% of the their prize fund.**

Wins will be awarded based on the previous win/loss record between the 2 teams unless I feel this is unfair for a particular situation. If this happens, I will decide what is the best way to handle awarding the wins.

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

On the end of the year financial statement, both teams will show a negative \$10.00 for that matches date because no prize money was put into the dartboard.

Please advise the office of the following infraction, your help will be held confidentially.

**Shooting under an assumed name**

1<sup>st</sup> offense \$25.00 fine-loss of all games-subject to Midstate/Player rep meeting

2<sup>nd</sup> offense \$35.00 fine-Midstate/Player rep meeting may result in suspension from league/ loss of all \$