

Midstate Amusements Dart League Rules

GOOD SPORTSMANSHIP

- Make sure your team is on time to shoot.
- People work during the week, some right after league is over and others pay for childcare. It is helpful to those players if league starts in a timely fashion.
- Introduce yourselves to the opposing team and shake hands before and after the match.
- Offer assistance to players that are not familiar with all the features of the boards.
- If your team is not going to show up, call the opposing team captain to inform them as soon as possible. Please make every effort to cooperate when a re-schedule is requested.
- Follow all rules and regulations.

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

TEAMS

- A team consists of 4 players (8 max show on the dart board roster). If you need to add another player and your roster is full (8), you need to contact the office to inform us which player(s) to remove/move assigned spots. You will be charged player fees for the players removed if they shot 3 or more weeks. Player fees will be deducted from each team's prizefund at the end of the season. If a player shoots in more than one league, the fee is only deducted once.
- All players must be of LEGAL drinking age. It is the tavern and the captain's responsibility to be sure all players are of age. No one's son/daughter/spouse that is underage may shoot just because the parent/spouse is present. Bartenders that are underage MAY NOT shoot either.
- All matches are to be shot at the home bar according to the schedule including re-schedules. If there is an issue shooting the match at the scheduled bar, you MUST contact Midstate to get permission to shoot elsewhere.

SUBSTITUTIONS

- The players 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 permission has been given ahead of time.
- When you use a sub that has not shot for any other team this season, you need to call or email the office with the sub's gender. 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.
- A player who has subbed on one team in a division CAN play on another team in the same division if that person has not shot 3 or more times for the other team. You may sub on teams in another division on the same night if the cap is not exceeded.

SHOOTING UNDER AN ASSUMED NAME

- Any player caught shooting under someone else's name, will cost the team that he/she shot for, all the games they played for the night and a fine of \$25. Matches are recorded and I can review them if needed. 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 the other team to bypass any rule, your team may also be penalized. These decisions will be made by Midstate Amusements if necessary.
- I do understand that sometimes a captain forgets to switch out a regular player for a sub. If this happens, I can fix it in the stats if I am made aware of the issue. Please inform the captain of the other team of the mistake. You may play league like normal with one player shooting under another player's name, but you must also inform me as soon as possible.
- 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 or all the games for the night are forfeited, and a forfeit fine will be charged.
- Please advise the office of the infraction, your assistance will remain confidential.

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

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.

LEAGUE CAP

- Each league's cap is based on the 4 highest rated players from the original roster. The PPD cap will be printed on your starting stats report. No team is allowed to add a new player who has an established PPD rating from previous years that puts the team over the league cap. Any player who does not have a PPD rating, will be given a new player average PPD as follows:
(19 PPD Men/15 PPD Women-all 01 leagues) (1.9 MPR Men/1.5 MPR Women-Cricket)
- Subs – add up the four players PPDs that will be shooting on league night, the total PPD may not exceed the cap, if it does, any wins & assists that were earned by the Sub will be taken away and awarded to the other team. Call Midstate - Alicia 920-420-2759 if you need assistance.

HANDICAPPED LEAGUES

- If your team is in a handicapped league, this means that the computer will balance each match based on the PPD/MPR of the 4 players shooting in the match. There are 2 options: You may call the office to add subs for handicapped leagues so the new players PPD/MPR can be added to the database, or you can edit the handicap at the board for the new player. If you do not call me or edit the averages at the board, the added player will be shooting at a 19 ppd/1.9 mpr average. A list of stats from the previous league year is available on the website under the specific league or Midstate Amusements tab. If the player has stats from the previous season and is higher than 19/1.9, any game won by that player will be awarded to the other team. It is very important that everyone is shooting at the appropriate level in a handicapped league.

LEAGUE START TIME

- League start time is printed on your standings. You have a 15-minute grace period before the opposing team may call for a forfeit. If you are going to be late, please contact the captain of the team to let them know. Most are willing to wait. Communication is key.

RE-SCHEDULING A MATCH

- All reschedules must be made up either before the original match date or within 4 weeks after the original date unless other arrangements are made with Midstate. 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 on 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 loss of games.
- 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 or split the wins, you will be charged with a forfeit.

IF YOU NEED TO RE-SCHEDULE THE LAST WEEK OF LEAGUE, IT MUST BE MADE UP PRIOR TO THE ENDING DATE-NO EXCEPTIONS.

FORFEITS

- No money is to be put into the machine for a forfeit. The prize money from forfeited matches will be deducted at the end of the year from the forfeiting team's prize fund.
- Results of a forfeit, the forfeiting team will not receive any wins or losses. The team that was forfeited against will receive 75% of the games as wins and 25% as losses. (Example – 12 game league gets 9 wins/3losses) Again the forfeiting team gets nothing.

Any team forfeiting during the last 3 weeks of league:

- Wins will be awarded to the non forfeiting team based on the previous win/loss record between the 2 teams unless Midstate feels this is unfair. If this is the case, Midstate will decide the best way to award the wins.

START OF A MATCH

- 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 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 in that game. In this 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.

SCORING

Automatic player change is no longer in effect on the Arachnid boards. Always push the player change button BEFORE removing your darts. This is important: IF even one dart doesn't register and you remove the ones that did, you risk those darts registering points/marks. If this happens, use the back-up feature, and remove the incorrect scored dart.

- Personal or bar darts may be used. No broken or cut off tips allowed. Maximum weight of a dart is 20 grams.
- Player's feet must be on or behind the front edge of the shooting line during your entire turn.

- You may pass any or all your darts for your turn.
- A player that deliberately hits the machine & affects the scoring automatically loses the game for his team.
- If a player ends an 01 game when they are frozen, the board automatically gives the win the other team.
- You may go out on a tie in 301
- **Player advantage rule is now in effect.**
 - This means that if a player throws a dart and it sticks in the board but scores incorrectly or not at all, the player may approach the board and manually score the dart or use the back-up feature to correct the dart. **DO NOT REMOVE THE DARTS PRIOR TO CORRECTING & SCORING THE DART.**
 - Scenario 1: A player throws all 3 darts and one of the darts sticks but doesn't register a score. If it's the last dart, just push it with your hand. If it is the first or second dart, the player can use the back-up feature and manually score the dart.
 - Scenario 2: A player throws all 3 darts and one of the darts is stuck in the board in the "20" segment but registered a score of "1". The player can use the back-up feature to rescore the dart for the correct segment.
 - ANY DART THROWN THAT DOES NOT STICK TO THE BOARD MAY NOT BE MANUALLY SCORED.
 - If there is any question regarding this, please consult with the captain of the opposing team to resolve any issue. If no resolution can be found, then you may call or text Alicia at (920)420-2759.

- **Using the back-up feature:**

At the end of your turn, **DO NOT REMOVE ANY DARTS**. Press the up arrow, the board will ask if you want to cancel the last dart. Choose yes and then correctly score the dart while it is still in the board. If it was the first or second dart thrown, back up to that thrown dart, correctly score it and then manually score the rest of the darts to complete you turn.

- If Midstate Amusements does not receive any phone call(s) or emails 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.
- Master Out Rule no longer applies to our league system unless specific to your league/division. **COMMON SENSE COMES INTO PLAY WITH PLAYERS THAT KNOW THEY SHOULD MASTER OUT. GOOD SPORTSMANSHIP!!**
- If a dart is thrown before the "throw dart" message, that dart is considered thrown and may not be thrown again.
- It is each players responsibility to see that the machine is displaying the appropriate players name prior to throwing the darts. Play is stopped immediately when the infraction is noticed.
 - If the player has thrown fewer than three darts, use the back-up feature to cancel the thrown darts to start the correct player's turn over. That player may now take the line.
 - If the player throws all three darts on the opponent's number before the infraction is noticed, again, use the back-up feature to cancel the thrown darts to start the correct player's turn over. That player then takes the line.
 - If a player throws out of turn and ends the game, the opposing team is credited with the win. **YOU MUST INFORM MIDSTATE THE FOLLOWING DAY SO THE SCORE CAN BE CHANGED IN THE SYSTEM**

FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from league, expulsion from site, or expulsion from future leagues.

The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

- Adherence to all general foul rules is required.
- Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
- No practicing during league on any open boards. Throwing on a non-coined machine is considered a distraction.
- On a thrown dart, the dart must make contact with the board before the players foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, please contact the league coordinator. Matches are recorded so they can be reviewed if there is an issue.
- If a machine resets due to power failure, you should be given the option to resume league once power is restored. If that option is not available, please call the league coordinator for instructions on how to proceed.
- Any machine reset, tilt or malfunction due to intentional player action shall result in loss of game for the team committing the action.
- Abuse of equipment, poor sportsmanship or unethical conduct as judged by a league director may constitute a foul.
- Any player/team that commits three fouls in one game will forfeit that game.
- Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit the game that they are currently shooting. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game and will not be allowed once a match has been concluded.
- Disregard of any rules may constitute a foul.

REMOTE LEAGUE

- The camera CANNOT be covered up or tampered with. Doing so can cause you to forfeit games or be subject to fines at the discretion of Midstate Amusements.
- If there are questions regarding player identities, your captain may ask the other team to show their photo IDs to the camera. If not satisfactory, player should take a picture of themselves with their ID to text to the other team. This should be questioned BEFORE or DURING the match, not afterwards.
- Players should not leave the board unattended to all take a break. Leaving the board unattended causes your opponent to wait unnecessarily and can cause the board to time out and lose your progress. Teams could be disqualified or removed from league.
- All Remote teams must have a valid cell phone number for the captain. Communicating with the opposing team via cell phone is the best way to make the league run smoothly.
- If there are problems during league, you are to call your bar's operator for technical support and inform your opposing team of any issues causing league to be delayed.
- All other rules regarding league are to be abided by. Since remote leagues are new, there may be more rules that need to be added as time goes on. These will be handled on a case-by-case basis with the teams and other operators until a more uniform set of rules and regulations can be established.

TEAM DROPS & OTHER ISSUES

- If a team drops out before the end of the first round, all matches involving that team will be deleted and replaced with a bye. Dropouts during other rounds will result in removal of just the matches played during that round and replaced with a bye for the remainder of the season.
- If a team drops out of league without a legitimate reason, Midstate may not allow them in the following year.
- If you have a problem during league that is not covered in the rules, call Alicia 920-420-2759. If the problem can wait until the next morning, call the office 920-921-5000 choose option 2 for league then option 2 for Alicia after 8:30 a.m.

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 and the reason. All protests will be reviewed by the league coordinators and Midstate Amusement owners if needed. Decisions on a protest will be given within 5 business days and are final.

Board issues before or during league play should be directed to our on-call service technician. Please call (920)921-5000 option 1 then option 1 again between 5pm and midnight. Leave a message – include your name, phone number, sponsor location and a brief description of the issue. Someone will return your call to help you troubleshoot the problem or let you know how long it will be before a technician will be to the location.

WEBSITE: www.midstateamusements.com

League rules, schedules, and weekly stats can be found on the website, as well as the player stat list from the end of last season used to determine team total and league cap.

Office: (920) 921-5000 choose option 2 for leagues then option 2 again for my direct line from 8:30-5:00 p.m. Monday-Friday

Alicia's email: aliciak@midstateamusements.com

Alicia's cell: (920) 420-2759 - Call or text (please include your name and dart league info)