

INTRODUCTION

This player's guide has been compiled to make the league go as smoothly as possible. It contains the operational information such as association by-laws, League regulations and player guidelines. Knowledge of its contents is recommended for all Officers, Board Members and League Players. A complete knowledge and understanding of the rules, policies and procedures will allow all the leagues to function properly.

BY LAWS AND LEAGUE REGULATIONS

The D&R/STAR Dart League (hereafter known as the league) will consist of men/women players organized into teams of regular scheduled competition.

SANCTION AND ORGANIZATION

Any D&R/Star and National Dart Association (NDA) league sanctioned card holder shall be eligible to participate in and receive stated rights of the league and she shall be governed by the rules therein.

OBJECTIVES

1. Leagues shall be non-profit, non-stock organizations.
2. Their objective shall be to stimulate an interest in the game of darts on a local basis while promoting sportsmanship, good will, and unity among league players.
3. To provide standardized rules, Scoring procedures and statistics necessary to promote the competitive spirit through a structured organization and yet retain the social benefits of friendly sport.
4. To provide a system of accountability and a guarantee for league funds.
5. To provide a system of association state and national tournaments for league players.

REGULATIONS AND RIGHTS:

1. Upon acceptance of league fees, sponsors, and Franchise holder, teams and individual players shall be entitled to the rights of, and be subject to, League rules and regulations as established by the league.
2. To assure good sportsmanship, a team or individual may be expelled by Board vote for unbecoming conduct, poor sportsmanship, or any other good reason considered detrimental to the league.
3. Sponsors shall be responsible for organizing the franchised team.
4. Sponsors shall provide the board (dart) and /or boards at the designated time, and he/she shall retain the right to remove players (whether from their own team or the opponent's) from the sponsor establishment.
5. All players must be 21 years of age to play in the League. (except youth designated leagues)

Sanction and Tournament Information

1. Annual sanction fees per player (NDA) as specified by D&R/STAR will be subtracted from team money by the league secretary during the season. This money will be forwarded to the National sanctioning body prior to the deadline date for sanctioning players. New players added during the league season need to be sanctioned before their score counts, the secretary will deduct the fee from team money.
2. Players must have **no fewer than 8 weeks** of league play to qualify for the dart tournament. The number must be met by **March 31st**. League weeks can be a combination of more than 1 league and can include weeks player in the summer leagues. Darts played prior to **MAY 1st** of the previous year do not count toward the qualifying weeks played.
3. **The D&R/Star Leagues and NDA are amateur league programs;** therefore any player who is ranked as a professional player is not eligible for any D&R Star singles or team competition.

D&R/Star League Officer and Board Member Guide Lines for all Sanctioned Sanctioned D&R/Star Leagues

1. The League cannot make policy, the league can only enforce policy setup by the League Sponsor D&R/Star, or the National Charter Organization. (NDA)
2. **Team captains shall make up the league board. If a captain cannot make a board meeting, they will appoint a member of their team to attend in their place. Board meetings, when called, should meet ½ hour before matches on a scheduled league night.**
2. All Leagues within the D&R/Star systems have EQUAL VOTING RIGHTS on all League and player guide lines.
3. D&R/Star has the final authority on all league ruling.
4. D&R/Star and league officers can-not commit league funds without the approval of the league members at the fall organizational meeting.

DUTIES AND TERM OF OFFICE FOR THE OFFICERS AND BOARD MEMBERS

League President: He or she shall preside at all board meetings called by the president or secretary The Vice/President shall preside in the absents of the president.

The duties are:

- League Rule infractions
- Protest
- Banquet committee
- Trophy and /or awards committee

The team of office for the president and vice/president, 1 year with the option of being Re-elected for a second 1 year term.

Secretary/Treasurer duties:

1. Record all statistics for the league
2. Keep the players informed on any rule changes or procedures.

CAPTAIN'S DUTIES AND RESPONSIBILITIES

1. Shall be present or send an acting captain to all league meetings.
2. Shall inform teammates as to all league rules and regulations.
3. Shall submit to D&R/Star league office a complete roster of regulars and sub's with names, addresses and phone numbers the first night of play.
4. It is suggested that captains verify each other's score sheet after each game. This practice should help eliminate scoring discrepancies later in the match.
5. After the match has been completed both captains shall be responsible for verifying the score sheets and obtaining the necessary signatures.
6. The home team captain shall be responsible for taking the match score sheets and league money or a postponed match form to the designated drop off location on the same night of play. Failure to do so will result in a five dollars per week fine. Fines unpaid by the end of the season will be deducted from the team's prize money.
7. Shall be responsible for settling any disputes that might arise during a match.
8. Aside from the normal league night duties previously described, on the first night of play the captain shall also be responsible for the following;
 - a. Collecting the team rosters for both the home and visiting team, this roster to be complete with names, addresses, and phone numbers for all regular and substitute players. It shall be the home team captain's responsibility to take the rosters along with the score sheets and league money to the designated drop-off location.
 - b. D&R/Star Inc. shall issue D&R/Star player numbers to all players including substitutes. A captain should never write 'SUB' in the designated place for player number on the score sheet. Every player including substitutes must have a number. Any new player will be assigned a player number after their first night of play.
 - c. All substitutes will be charged the designated sanction fee on the third night of play. And they must fill out a roster and submit it to the league secretary on their first night of play. If the fee is not paid by seasons end it will be deducted from the team's cash prize money.
 - d. Captains PLEASE write the FIRST and Last NAME on the score sheet with PLAYER NUMBERS, if they have a number.

SCHEDULING

1. Regular season scheduling shall be the responsibility of the D&R/Star.
2. **Postponed matches must be reported to the league office within 1 week of the original schedule date or the match will be scored as a 6-6 tie. Make up matches must be scheduled within 3 weeks of the original schedule date. The league office must be informed of the make –up date within 3 weeks. Matches not scheduled within this time frame will be scored as a 6-6 tie. League fees will be deducted from the payback of both teams. Depending on the circumstances, difficult matches to reschedule may become a forfeit for the team responsible for the need to re-schedule.**
3. Position night matches and locations are scheduled by the league secretaries. They are based on teams win/lost record. Location will be determined by the sponsor's need of home matches. In the event that a match sheet is not received by the league secretary before the position night scheduling, the missing match sheet teams will be scheduled from their percent of win record.
4. In leagues with an odd number of teams, a position night **BYE** will be given to the last place team, in those leagues that have position nights scheduled. That team will receive a 6-6 score and owe no league fees.
5. In leagues with an odd number of teams, a position night bye will be given to the last place team in those leagues that have a position nights scheduled. That team will receive a 6-6 score and owe no league fees. EXCEPTION: A 1st place team that has a 20 game or more lead on the field will get the position night BYE
6. All postponed matches must be scheduled and played within one week of the end of the season. Failure to do so shall result in a forfeit.
7. D&R/Star League Secretaries or league president will not cancel league matches because of weather conditions; this is the responsibility of the team captains.
8. Games not played for any reason must still be paid for into the league fund by the team taking the forfeit.
9. If a team fails to show for a match, it is the other team's captain's responsibility to take the inform the league office.
10. If the two teams cannot agree upon a rematch date, the league director, will ask the team not responsible for two dates. The other team must then choose one of the two dates submitted or forfeit.
11. Leagues shall be composed of not less than five teams, nor more than 14 teams unless specifically approved by the D&R/Star Dart League Association.
12. In even numbered team leagues, no team may join as new entries after the second week of play. In leagues comprised of an odd number of teams (leagues with byes) no team may join after the fourth week of play. Teams taking over these vacant spots are responsible for paying all league monies dues for missed matches. They may makeup unplayed matches only at the approval of the team that originally had the bye. If not made-up, unplayed matches go as a loss.

Note: All rules are based on a 12 game format. Appropriate win/loss assignments will be applied to leagues with other formats.

AWARDS

Eligibility: Unless a different standard is set at the league meeting, individual must play sixty Percent (60%) of the league season to qualify for individual awards.

Feats and Awards for Darts Leagues

- a. 501-Hat Trick, 10, 11, 12 darts out 5th round out, Ton and High Ton.
- b. Cricket-5-6-7-8&9 mark round, Hat Trick, Assist, and White Horse
- c. Plaques and Trophies subject to League vote.

PROTEST PROCEDURES

1. Protest must be in writing and be presented to the league president or secretary within 48 hours of the match, a protest will not be accepted after 48 hours.
2. Upon receiving a legal protest, the president will call a board meeting and render a decision to the protesting team. The league president and board will meet with the protesting team captains, if the situation is deemed necessary for the protest.
3. The league player board must and will meet on all legal protest, if a member of the board is involved in the team protest, that member will not rule on the protest.
4. The player board's judgment on protests must be in writing back to the team captains of the protest.
5. The player board's decision may be vetoed by a two-thirds majority vote of the team captains. The veto must be submitted to the league secretary within seven days of the board's decision with the signatures of two-thirds of the league captains.
6. D&R/Star's league director will only rule on a protest after the player board has asked the director for a decision.
7. A game may be played and finished under protest, which may alleviate the original protest. Decisions will be based on a literal interpretation of that rules.
8. **Please do not hold up the start of a match game because of a potential "protest" situation.** Please play the match with "**good sportsmanship**" and file your protest at the end of the match, if the situation still requires a decision by the board. The board will meet on your protest before the next scheduled match play.
9. **A signed or unsigned score sheet** will not effect the decision or ruling on a legally filed protest.

OFFICIAL DART SPECIFICATIONS

Player dart must conform to:

1. Plastic tip darts
2. Flights may be any length so long as the dart does not exceed "8" in total length. Flights may be no wider than $\frac{3}{4}$ as measured from shaft to flight edge and may not have more than four wings.
3. Complete darts must not exceed 18 grams in weight
4. Dart may not have broken or cut off tips
5. Darts will be inspected upon request

6. **Illegal darts** (see foul rule)

7.

THE 301/501 MATCH

1. Four players constitute as a team. Two of the four must be regulars. A match can be played with only 3 players. The vacant spot must be left at 301/501. Absent player may join in their next scheduled game when they show up. The four players who start the match must be the four who finish the match.
2. A match consists of no less than ten games.
3. Individuals play five to nine games of partners, two or four with each of the three teammates, depending upon the use of the twelve or eighteen game format.
4. Each team shall have a captain or acting captain present at each match played. The captain or acting captain must sign the score sheet.
5. The two captains or acting captains shall attempt to settle any disputes that may arise. Dispute that cannot be settled shall be ruled on by the league player board.
6. Leagues using spot darts will begin handicapping the second week of play. Teams with a 1st week bye will receive an historical or default average until it has played a match.
7. Handicapping
Leagues using spot darts will begin handicapping the second week of play

FOULS

The following points constitute fouls. The commission of a foul may lead to: Loss of turn loss of game, loss of match, expulsion from league or tournament, expulsion from tournament site or tavern or expulsion from future tournament or leagues. **All decision concerning fouls will be made by team captains, player boards and or D&R/Star league directors.**

1. Distraction behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on an uncoined board is considered a distraction.
2. The player shooting may not leave the throw area after a dart has been thrown. Any player leaving the throw area after a dart has been thrown has committed a foul and forfeits any remaining darts in that turn.
3. If either foot crosses the throw line prior to the game, recording the score or the dart reaching the board it's constitutes a foul.

Minor foot foul (less that 2" over) deserves first warning to player

Major or repeated foul:

- * Shooter may not win match in round where foul has occurred.
 - * His/her partner may not win match on the next turn.
 - * Shooter will lose three darts on the next turn.
4. Intentional stalling or unnecessary delay of match as judged by team captains or a referee in tournament play.
 5. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player (team) loses that game.

FOULS(Continued)

6. It is the player's responsibility to see that the machine is displaying the appropriate player number prior to throwing any darts. If the player throws while the machine is displaying an opponent's number, this constitutes a foul. Play is to stop immediately when the infraction is noticed.

a. If the player has thrown less than three darts, the machine is advanced to his correct position by using the "player change button" and he is allowed to throw the remaining darts. The game then proceeds normally with opponents shooting next, and so on (example: player two throws two darts on player three before the infraction is noticed. At that point the game is advanced to player two, he throws his third dart (there by allowing him to throw only one dart on his number). The game is then advanced to player three and play resumes normally with player three allowed his full complement of three darts on his turn.

b. If a player throws all three darts on his opponent's number before the infraction is noticed, he has completed his turn and the machine is advanced to the proper order (his opponent's number) and the game proceeds normally. (EXAMPLE: Player two throws all three darts on player three before the infraction is noticed. Game is advanced to player three, who then get his full complement of three darts, and the game proceeds normally. If a player throws out of turn and ends game on that turn, his team loses that game).

8. If a player throws when the machine is displaying the number of that player's partner it constitutes a foul. If the player has thrown all three darts, his turn is completed. Machine is then advanced to corrected player position and play resumes, except that **both players** from infraction team lose next turn.

If player has thrown less than three darts when infraction is noticed, machine is advanced to his correct player position, and he is allowed to throw the remainder of his three darts. Machine is then advanced to correct position and play resumes, except **both player** from infraction team lose next turn.

If the player reaches zero while shooting on his partner's number, that team loses that game.

9. If a player throws a darts in a game they are not scheduled to play in, it will be an automatic loss of that game. The win shall be credited to the opposing team as a team win only.
10. Manually scored points:1(On opponent's score: constitutes a foul. Advance player chance to correct player position and continue play, except that player who caused machine to manually score loses next turn.
11. Machine reset (tilt): if a machine resets due to power failure or other reason beyond a player control, game will be started over (replayed from start) on another machine if machine problem exists ,or on same machine if problem is repaired/resolved. Any machine reset (tilt), etc, due to intentional or non-intentional player action shall result in loss of game for the team committed the action.
12. Abuse of equipment, poor sportsmanship or unethical conduct, as judged by a league coordinator or tournament official may constitute a foul, and may be grounds for forfeiture of game, forfeiture of match , expulsion from tournament or league expulsion from tournament or tavern, expulsion form future tournament or leagues, forfeiture of funds and further prosecution.
13. If a play reaches zero on any turn in which he/she or his/her partner commits a foul, that player or that player's team loses the game.

Fouls (continued)

14. Any player or team that has a third foul called against them shall lose that game.
15. Any player found to be using over weight or other wise illegal darts shall cause the entire team to forfeit all game in the match in which they are currently shooting. This means all games up to the point at which the protest was made. The will then continue with all players using darts that meet tournament qualifications. Any protest about weight of darts must be made during a match and will not be allowed once a match has been completed.
16. Disregard of any rules may constitute a foul.
17. All decisions by the league coordinator or directors will be final.

MATCH NECESSARY NAMES, NUMBER AND LINE-UP

1. Before the match begins each captain shall write the line-up league, team and player number on the score sheet. Team and league numbers are found on the schedule. Player number are found on the sanction cards and player standings report.
2. The shooting order and game number are on the score sheet.
3. In handicapped leagues, the captain shall record the correct handicap spot for each player in the appropriate blank on the score sheet. The spot is the number of extra darts a player is to receive.

FORFEITS

1. If a team is over 30 minutes late the opposing team captain may call a forfeit. After the thirty minutes grace period, the opposing team captain has the following options:
 - a. Request a forfeit (the leagues director shall decide if a forfeit is warranted).
 - b. Demanding that the match be rescheduled, or
 - c. Continuing to wait for the tardy players or team
 Captains are reminded that if they follow option 3 they cannot protest the match because of it started late.
2. No individual standings are taken into account.
3. Teams forfeiting two weeks in a row shall be subject to removal from the league. Removal is at the discretion of the league director.
4. Every effort must be made to avoid forfeits and postponements. If advance notice is given a team may request a postponement. It is recommended that the request be made at least 8 hours before the match. Requests for postponements should only be made because of extenuating circumstances. Please notify the league office of date of rescheduled matches.
5. In case of Forfeitures or postponements, all paper work must be turned into league secretary within 24 hours postponements within 1 week.
6. Forfeiting teams will receive a 0-12or appropriate score. Teams receiving forfeits will get a win equal to the previous score between the two teams. If there is no history, then the receiving team will get a 7-5 win amended to a score equal to the next match between the two teams.

ROSTERS, (players & team)

10.

1. Team captains or sponsors are required to submit their rosters to the league director either at the league meeting or by the designated deadline date set at the meeting.
2. Team may carry up to ten players on their roster.
3. Teams may add or delete players on their roster at any time during the season. Teams must notify the league secretary on the addition or deletions.
4. Players who have never played for their original team may join new teams at any time during the season **please notify league secretary.**
5. Once a player has become a regular (by playing 5 weeks of scheduled league games with one team) he/she may not switch teams or substitute for another team in the same league.
6. . If a team is missing a player or players at the time of the match, a substitute may be chosen from the patrons of the bar with following limitations:
 - a. The substitutes may not be players on another team in the league.
 - b. The sub may not have an average that would place the team into a higher division..
 - c. If it is a mixed match, the substitute must be of the same sex as the absent player.
 - d. If a team is missing a player and a sub cannot be found the match is still played. When the missing player's position comes up on the score sheet, that position is passed and the game continues. If a teams starts a match with missing players and that player becomes available that player may complete the remaining games.

A MATCH MAY NOT BE PLAYED WITH MORE THAT 1 MISSING PLAYER.

- 8 .All players, Regulars, sub's & teams will be classified according to known ability, (such as; AA-A- B-C.) and placed in respective player league. Team placement at the start of the league season will be done by the league director.
9. All league players must be of the legal drinking age (21years) unless the league is designated as a youth or adult/youth league.
10. All players must be legally sanctioned meeting the requirements as set forth in this guide. Intentionally playing under another player's sanction number will result in the loss of all games the unsanctioned player shot. Also any feats made by the unsanctioned player's partner will be forfeited
11. **Player may play in more than one league providing** they meet the roster requirements for each league (AA-A-B-C) Those who play in multiple leagues are to use their original sanction card and player number. They are not to pay sanction fees for each league.
12. **All substitutes who play for the first time must fill out an individual roster** (name address and phone number) and sent to secretary with the match score sheet. The second time a substitute plays a match game the league secretary will deduct the required sanction fee. . When a substitute plays 4 matches of the season they become a regular on that team.
13. If a team dissolves players may join other teams in the league only with the authorization of the player board and league director.
14. In leagues that split to an A & B division after one round player may not switch teams.

PROHIBITED PLAYERS

1. Team with a player(s) not allowed in opposing team's location must have substitutes available to take the place of the prohibited player(s)
2. It is recommended that differences between "barred" player and sponsors be reconciled so that they could at least play the match and leave immediately.

1. Team players must compete in at least 8 weeks of a league season to be eligible for the D&R/Star **Team** Tournament.
2. Players may participate on one team per event during the tournament regardless of classification
3. For the D&R/Star Inc. Leagues Tournament teams may use two substitutes from within D&R/Star league system providing he/she has played the minimum weeks required.

Attention players: Rule for Round Robin Team and Doubles Tournament Play

Forfeiting Team; a Team that does not finish a Round Robin Team or Doubles Tournament play, the following procedures will be taken:

1. If the advancement of Teams is affected, all wins obtained against the offending team will be subtracted from the wins total.
2. If no Teams advancement is affected, all win totals will stay intact.
3. All Teams, (registered players) not completing a Round Robin will be suspended from the competing in all D&R, MOMA & NDA sponsored events for a period of two (2) calendar years.
4. Any Team or player cheating to be advanced to the next Round Robin or event will face the same as above penalty.
5. Abuse of equipment, poor sportsmanship or unethical conduct as judged by the league or tournament director, may constitute a suspension from the tournament.

DETERMINATION OF LEAGUE CHAMPION AND STANDINGS

1. In a split season if there are two different winners there will be a play off for 1st place only 2nd place on down will be determined by team wins.
2. If there is a tie for 1st place with two or more teams having the same amount of wins there will be a need for a play off. Ties for 2nd or 3rd will be broken based on head to head results.

PENALTY FOR WITHDRAWAL FROM THE LEAGUE

12.

1. Teams who either quit or are expelled from the league shall forfeit all prize money that they have contributed to the cash prize fund.
2. The forfeited prize money shall be left in kitty to be paid back to the remaining teams in the league.
3. Teams scheduled to play a team that drops (if no team is replaced it becomes a bye.)
4. If it is practical and possible the league director shall write a new schedule when a team withdraws.

TIE BREAKER METHOD

1. In the event two teams tie for first place, the following play-off procedures are to be used :
 - a. All play-off matches must be at one of the two sponsor locations, not a neutral site.
 - b. Team with best overall record for both halves has precedence toward home advantage.
 - c. If tied for over all and captains cannot agree or get together for a coin flip the player board shall name the date, time and location of the play off match.
 - d. The play-off match shall be a race to seven or the best of thirteen games, the first team to win 7 games shall be the winner unless 18 game format was used during season in which a race to 10 or the best of 19 games.
 - e. Game 13 necessary, shall be played by all four players from each team, shooting order to be picked by the team captains. Teams decide for shooting position.
 - f. Every effort needs to be made to have match played as soon as possible. (7 Days would be maximum time allowed) The league secretary would need results in order to compute final standing for the league.
2. In the event more than two teams tie for the first position, the captains shall contact the league secretary, who shall announce play-off procedures.
3. If team tie for any other position play-off is optional. Teams may use the same procedures described as above providing the match is played within seven days of the season's end or teams may elect to split the prize money for the two positions and remain ties. (payback monies are combined and split 50/50)

POINTS PER DART OR PPD

Players can be rated using any open in/open out 01 (301-501-701 and etc.) game so long as there is only one (1) player on each scoring position. 01 game where two (2) or more players share the same scoring position cannot be used in the National Dart Association PPD rating system as presented here. Special instructions and additional tracking are necessary during league play to meet association tournament requirements. PPD will show gradual increases or decreases each week based upon the player's actual performance. Current match totals will be added to the previous totals and recalculated for each player in your league. This will result in the correct or real average.

The scorekeeper has recorded the points remaining and actual darts thrown directly from the machine at the end of the in the appropriate box for each player. This is the only information required in the PPD player rating calculation. Feats accomplishment wins, losses and games played no longer have a value when determining player skill. Recording feats will be optional, and used only when awarding feat pins, patches or other recognition awards.

OFFICIAL RULES OF PLAY

“301” Any in-Any Out

OBJECT OF THE GAME

To count down from 301/501 points to exactly zero using as few darts as possible

GENERAL RULES OF PLAY

1. The Game

- a. The game is “301/501” Any in- Any out
- b. A league match will consist of 12 or 18 game format.
- c. Each player is allowed to throw a maximum of 3 darts per turn.
- d. A player is not required to throw all 3 darts every. A player may pass or throw less than 3 darts during each turn.

2. To win a game.

As soon as any player reaches zero the game is considered over. The team with the lowest combined score is the winner. If the team scores end in a tie, the team that reached zero is the winner.

3. Scoring

- a. The dart machine is NOT always right. Use the backup feature to correct board errors if the board has such a feature. A legally thrown dart must stick to establish a mis-score. Boards without a back-up feature: If a legally thrown dart sticks but doesn’t score, it may be manually scored, either by pushing the segment or by passing the game back around to the players position and manually scoring the dart.
CAPTAINS OF BOTH TEAMS MUST BE IN AGREEMENT ON THE CIRCUMSTANCE OF THE MISHAP.
- b. If the dart machine isn’t operating properly, the captains must decide:
 1. Play the game
 2. Reschedule the game
 3. Move to an unoccupied machine or
 4. Call for service
- c. Darts thrown in the outer ring count double the point value of that segment. Darts thrown in the inner ring count triple the point value of that segment. Darts thrown in the bulls eye count 50 points.
- d. If a player scores more points than needed to reach zero that player “Bust” and the score returns to the original points displayed at the start of his/her turn.

GENERAL RULE OF PLAY

1. All games shall have foul lines positioned from the base of the dart machine or 8 feet from face of board.
2. Player are allowed to lean across the throw lines as long as either foot does not cross the throw line and he/she does not touch the floor before the dart reaches the machine.
3. A dart that sticks in the board but does not score may not be manually scored(exception last dart rule)
4. A dart thrown that bounces off the board even if it does not score is considered thrown.
5. A dart thrown before the“throw darts” message lights up will not score. This dart is also considered thrown and cannot be manually score. This dart is also considered thrown and cannot be manually scored or re-thrown.
6. It is each player’s responsibility to see that the machine is displaying the appropriate player’s number prior to throwing any darts. If a player throws in an opponent’s position this constitutes a foul and the following options prevail:
 - a. If the player has thrown less those 3 darts the machine is advanced to the proper position and he/she is allowed to throw their remaining darts the game then proceeds normally with the proper opponent shooting next.
 - b. If the player has thrown all three of his/her darts on their opponents number before the error is noticed the turn is complete. The machine is advanced to the next proper shooter.
7. If a player throws their darts on their partner’s position the machine is advanced to the next proper position and play continues. Both players form the team committing the foul **LOSE THEIR NEXT TURN.**
8. Players may use their own darts as long as they meet the following specification”
 - a. Must be plastic tip
 - b. Do not exceed 18 grams in weight for a single dart
 - c. Must not exceed 8 inches in length with a maximum flight width of 1 ½ inches.
 - d. Illegal darts (see foul rule)
9. Abuse of equipment poor sportsmanship and / or unethical conduct may be grounds for forfeiture of a match and expulsion from the league.
10. Foul or abusive language harassment from players or spectators will not be tolerated.
11. Coaching your teammates at the line is permissible however spectators found coaching may be asked to leave throw area.
12. Any player reaching zero while shooting on another players number loses that game.

DEFINITION OF TERMS

1. **Win-** awarded to player reaching zero points during game.
2. **Ton-**a score of 100 to 150 points in one round
3. **High Ton-**a score of 151 points or more in one round
4. **Hat Trick-** three bulls- eyes in one round. Dart need not stick but must register 150 points. Hats Tricks are no counted as ton rounds. A Hat Trick in Cricket must have all three darts score in the bulls- eye (example – one dart in the small bull and one the outer bull is three marks but is not a Hat Trick.
5. **4th Round Out-**ending the game in 10-11-12 darts(301) 5th round out ending the game in 13,14,or 15 darts (501)
6. **9 Dart Out-**ending the game in 9 darts
7. **8 Dart Out-**ending the game in 8 darts
8. **7 Dart Out-**ending the game in 7 darts
9. **6 Dart Out-**ending the game in 6 darts
Please note: These feats are determined by actual darts thrown. For example if a player is blocked in the fourth round and only throws two darts he/she may still be credited with a 10-11-12 dart out (4th round out) if he/she wins the game on the next dart thrown.
10. **Ton Out-**ending the game with round of 100 points or more
11. **3 in bed-** three darts in the same triple on one turn.
12. **Diddle-** a method used to determine who will start a game. Two players alternate shooting one dart at the bulls-eye until one player misses the bulls-eye. If neither player hits the bulls-eye then the player who is closest to the bulls-eye will have the option of his/her team starting the game. Darts must stick in the board if they do not sick the player shoots again. There is no "closest to the middle". A bull is a bull.
13. **Turn-**A player is entitled to a maximum of 3 darts per round. A player may opt to throw 0-1-2-3 darts.
14. **Blocked-**the player shooting cannot go out (reach 0 points) because his/her partner's score is more than the combined score of the opposing players.
15. **Frozen-**A player is FROZEN when his/she partner's score is at 1 point (2 points in Double Out) and his/her partner's score is higher than the combined score of the opponents. The player may not get his/her score any lower without losing the game(see blocked)
Please note: When a player is frozen but takes their score out anyway one of three things can happen:
 1. It may record the "throw" as a bust and revert back to previous score.
 2. It may record the "throw" as a loss and award the win to the other team.
 3. It may record the "throw" as a win for that team in this case whether the "league "button in lit or not this is in fact a LOSS for that team.
 - In both cases of #2 & # 3 the player with the lowest score receives the win.
16. **TG-**Total games played by each player
17. **HCP-**Handicap darts
18. **P.P.D. (points per dart) and M.P.D. (marks per round) Are A.M.O.A & N.D.A** copyrighted system for classifying rating and ranking players and team.
19. **Out-** Same as a win
20. **Ton 80-**3 darts in the triple 20 this feat is recorded as a high ton.

21. **Feats-** Dart player achievements.
22. **Round-** This is defined as a player's turn during a game. The player has the option of throwing 0-1-2-or 3 darts each round
23. **Games-**The individual components of a dart match.
24. **Match-**The sum total of games played per league night
25. **Spot Dart-** A way of handicapping players, teams and leagues. The better the player the player the fewer the darts he/she would be permitted to throw at the beginning of the game.
26. **Spot Rounds-** The first or opening rounds of a spot handicapped game.
27. **League-** All team that complete directly against each other in a season.
28. **League Division-**Teams in specified combination or skill level.
29. **League System-**The charter holder's league's
30. **Open-** Teams made of any combination of males and or females.
31. **Mixed Doubles-** Team make up of equal number of males and females. In each game a female and a male throw together.

THE FOLLOWING TERMS AR USED IN THE GAME CRICKET

1. **Mark-** Any throw that register on a number either to help close the number or score points. The single segment portion of the cricket numbers scores "1" mark. The double segment scores "2" marks while the tripe segment scores " 3" marks. The outer portion of the bulls-eye scores "1" mark and the inner portion scores "3" marks.
2. **Closed-** When a team has scored "3" marks on the same number or bulls-eye.
3. **Unclose-** When a team has 2 or less marks on a number or bulls-eye.
4. **White Horse-** Three darts registering 3 different triples in 1 turn that have not previously been marked upon by your team.
5. **5/5 Mark Round-** Marks scored in one round (3 darts)
6. **Crick Hat-** 3 darts registering in the bulls-eyes in one turn during a cricket game.

THE GAME AND OBJECT

The game of Cricket uses only the numbers 15 though 20 and the bulls-eye. The object of the game is to close all the said numbers and have more points accumulated that the opponents.

TO OWN A NUMBER

To own number three darts must be scored in that particular number. Triple score 3 times the number thrown doubles score twice the number thrown and singles score the number itself. Once a player or a team owns a said number they may score points on that number until the opponent also closed the number until the opponent also closed the number by hitting it three times. Once both teams own the same number, no points can be scored on that number.

THE MACHINE IS NOT ALWAYS RIGHT

A legally thrown dart that sticks but does not score may be manually scored. If the machine is not operating properly the captains must decide (a) play the game (b) reschedule the match (c) call a serviceman or (d) move to an unoccupied cricket machine. On boards with the back up feature, incorrectly scored darts may be corrected if there was no foul during that turn.

SCORING

To score points in Cricket a player must first own a number. He/she then can only score on that number until the other team closes that number. Darts thrown in the outer ring count double darts thrown in the inner ring count triple and darts thrown in the bulls-eye score 25 points in the outer part 50 points in the middle of the bulls-eye.

TEAM

Each team will have 4 players per match. A team roster may consist of 10 players. **ALL PLAYERS ON THE ROSTER MUST BE OF LEGAL DRINKING AGE.**

MATCH

Four players per team per match. The four players that begin the match must play the entire match. These games will be played in various combinations as dictated by the score sheet. Leagues standings will be based on wins and losses.

MARKS PER ROUND OR MRP

Players will be rated using standard scoring cricket only. Any game of cricket that restricts the player's ability to score marks in the form of points cannot be used in the National Dart Ass. MPD rating system. In games where two (2) player's share the same scoring position the total marks scored and actual darts thrown must be recorded individually. Generally MPD will show gradual increases or decreases each week based upon the player's actual performance. Current match total will be added to the previous totals and recalculated for each player in your league. This will result in the correct or **real average**.

Referring to the score sheet example below the scorekeeper has recorded the total marks scored and the actual darts thrown directly from the machine at the end of the game in the appropriate box for each player. This is the only information required in the MPD player rating calculation. The round information displayed by the machine is not used to calculate a player's MPD. Feats accomplishments win's losses and games played no longer have a value when determining player skill. Recording feats will be optional and used only when awarding the feat pins or other recognition awards.

Again referring to the score sheet example below I'll use Ken who is player on (1) on the home team to demonstrate the formula for the MPD rating system. In the six (6) scoring cricket games he plays he has 10-7-010-12-7 and 8 total marks scored for a total of 54 marks scored. In these games he threw 12-15-12-15-9 and 7 and actual darts for a total of 70 actual darts thrown. Using this information you divide 54 by 70 which is .77. Now you multiply .77 (marks per dart) by 3 (convert to round) for a MPD of 2.31. Notice the circle around one player in each game that indicate the winner.

GENERAL RULE OF PLAY

Each player gets three throws per turn. You may PASS (not throw) any or all of your darts at any time it is your turn to play.

All game shall have foul lines positioned from the base of the dart machine. Player must not cross this foul line before the dart scores. Placers are allowed to lean over the foul line, but must not touch the floor in front of the line until the dart has scored.

Players may use their own darts. These darts must be UNALTERED factory darts and tips and must not exceed eight (8) inches in length or sixteen(18) grams in weight. Establishment darts will be provided in each location with a machine. NOTE: Altered or “loaded” darts over 16 grams in weight will not and cannot be tolerated. Using loaded darts or abusing machines can lead to expulsion from the league forfeiture of league funds and further prosecution.

Darts must not be thrown until “ Throw Darts” lights up on the machine. A dart thrown early will not score and may not be thrown over.

Each player must make sure the machine is displaying the player’s position that is supposed to be throwing. If a player throws in an opponent’s position the following option prevail:

- a. Opponent accepts the score and play continues to the position following the one scored upon. (Result: Player making throwing error has lost that turn.)
- OR
- b. Resetting the machine to the player’s position who originally threw on the wrong position.(Result: Opponent has received a double scoring opportunity in that round.)

If a player throws on the position of his partner both partners lose a turn immediately.

If a dart misses the board or doesn’t stick it counts as a dart thrown.

A dart thrown that sticks but does not score may be manually scored.

Darts on board cannot be touched until the turn is over and player has touched and advanced “ Player Change “ button.

THE SCORE SHEETS

19.

1. **TEAM OUT:** During doubles competition a win or out id recorded in this column.
 2. **HATS:** This is where players record their Hat trick. A hat trick in cricket is the Same as in 301
 3. **TON 80:** All three darts sticking in the triple twenty. (Do not mark the 9 m column)
 4. **BEDS:** All three darts sticking the same triple (Do not mark the 9 M column)
 5. **WHITE HORSE:** Three different unmarked triples in one round(unmarked by your team)
 6. **MARKS PER ROUND:** You may score from zero to nine marks per round. Any single number 15 thru 20 will count as one mark. A double is two marks and a triple is 3 marks.
 7. **NON COUNTING MARKS:**
 - a. Marks not counted on a player turn may occur in two situations;
 - a. A dart sticks or bounces out but does not score the dart.
 - b. The opponent has a number closed and your team has a mark on the same number where you hit a triple, the triple is only scored as two marks since that is what you needed to close the number.
 8. **DART OUTS:** During singles competition, should a player win the game in 12 darts or less it Is recorded under the appropriate column.
7. **INDIVIDUAL WINS;** During singles play the player winning the game will put a mark in his/her Column no matte how many darts it took.

PLEASE HAVE A GOOD TIME RESPECT OTHERS RESOECT THE ESTABLISHMENTS AND RESPECT THE EQUIPMENT.

“LOAD DARTS” WILL DAMAGE THE EQUIPMENT AFFECT THE LEAUGE AND COULD BE CAUSE FOR YOU REMOVAL FROM THE LEAGUE.

IF THERE ARE ANY FURTHER QUESTION OR MATTERS NOT COVERED BY THIS GUIDEBOOK
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