

DELAFIELD DART LG. RULES 2025-26

WAMO STATE SANCTIONED LEAGUE

*****START AT 7PM*****

**IF A TEAM CANNOT BE AT THE LOCATION BY
7PM, CALL THE OPPOSING CAPTAIN!!!**

*****If there is an odd amount of teams – no handicap
for the 1st 2 weeks – handicap will start the 3rd
week!!*****

*****2 GAMES OF CRICKET ADDED*****

****NEW SHOOTER MALE WILL START WITH PPD 20.0 AND MPR 2.0 - FEMALE PPD 15.0 AND MPR 1.0
THESE SCORES CAN BE PUNCHED IN AT THE DARTBOARD THE NITE THEY SHOOT IF THEY DON'T
APPEAR WHEN YOU PICK YOUR TEAM PLAYERS.**

**** Price will go up to \$.75 for 301, \$1.00 for Cricket and \$1.00 for 501. *****

1. **LEAGUE GAME** is 301 partners open in and open out. Playing a rotating schedule as listed on the dart board. A team plays 8 games of 301 and 6 cricket matches and 1-501 (all 8 players 2 players per score) per nite. Starting time: 7:00 pm with a 15-minute grace period. Each player throws a maximum of three darts per round; however, it is not required that a player throw all three darts on every turn.
2. **ALL TEAMS** are four (4) players with a roster limit of TEN (10). Rosters **MUST** be turned in by September 13th. A team can play with 3 players present. If a team member moves or is injured and unable to shoot, or switches work shifts, the team can pick up another player to maintain a 10-man roster. Players may **NOT** switch teams once the roster is turned in. Subs may not sub for other teams. Subs must be permanent at the end of 5 weeks of play. Players may **NOT** switch "Sponsor" teams once the roster is turned in. All league players must be of legal drinking age. Any team caught using an underage player will be dropped from the league and prize money forfeited. If your team drops out all money paid in is forfeited.
3. **Cost of Play:** \$10.00 per person for a total of \$40.00 per week.
 \$36.00 per team goes to the end of year prize fund.
 \$4.00 per team toward City Tournament
4. **EACH CAPTAIN** is responsible for the correct amount of money put into the dart board for league fees and for games played. You can put all the money for the matches in at the beginning of the night.
5. **SPONSOR FEE** will be \$60.00 for each team in the league and fees are due on the **FIRST** of November. The \$60.00 will go toward the end-of-the-year prize money and toward trophies. Make checks out to: **VON'S VENDING.**
6. **SANCTION FEE.** Every team in the Delafield Dart League will pay a one-time sanction fee of \$5.00 per qualifying player. The fee will be deducted from your end of year prize money. This entitles every team to play in the yearly WAMO State Dart Tournament. The 2026 WAMO Dart Tournament will be held in Green Bay. Wednesday, May 13 through Sunday May 17, 2026. You only shoot team on Sunday if you take 1st or 2nd in team in your bracket on Friday or Saturday.
7. **GENERAL GAME RULES**
 - A. **STARTING TIME:** 7:00pm with a 15-minute grace period. The four players that start a match must be the ones that finish the match. If a team is not there after 15 minutes, the 1st game is forfeited. If not there by the end of the first game, it will be a **MAKE-UP MATCH.** The team short players at the time of start may play the games with three (3) players present. Absent player must use score of 301. The team makes up the money for missing player. If the 4th player comes **BEFORE** the 4th game is over, he/she **CAN** play the

rest of the games. If the 4th player arrives AFTER the 4th game, he/she CANNOT play any games-score will be 301 for each game. YOU MUST HAVE AT LEAST 3 PLAYERS!!!

B. Each player throws a maximum of three (3) darts per round; however, it is not required that a player throw all three (3) darts on every turn. Your partner's score must be lower than your 2 opponents combined score in order to win the game.

8. DARTS: - Player's Darts MUST meet the following requirements:

- A. They must be plastic tip darts.
- B. Flights may be any length, so long as the dart does not exceed 8" in total length. Flights must not exceed $\frac{3}{4}$ " from shaft to flight edge and may not have more than four (4) wings.
- C. They must NOT exceed 20 grams in weight each. If they exceed 20 grams, the games that player shot in will be forfeited.
- D. Darts may NOT have broken or cutoff tips.

9. DISTANCE: All players must stand with both feet not closer than the front edge of the FOUL LINE or 8' from the face of the game.

10. DART THROWN: A dart thrown that sticks but does not register MUST be verified by both team captains then pushed in to register IMMEDIATELY after it is thrown. A dart thrown that registers but does not stick may NOT be thrown again. The score registered stands. If a dart bounces off the board, it is considered a thrown dart even if it does not score. It may not be thrown again. If a dart is thrown before the "throw dart" message lights, the dart is considered thrown and may not be thrown again.

11. OUT-OF-TURN: it is each player's responsibility to see the machine is displaying the appropriate player's number prior to throwing any darts. Player MUST push the "player change" button, if you do not push "player change" button and you score points, both you & your partner lose a turn. If you BUST score goes back to original score before any darts were thrown.

***ON THE GALAXY III DART BOARDS YOU CAN BACK UP WITH THE UP ARROW TO ERASE UP TO 8 DARTS THROWN. IT WILL SHOW YOU EACH DART AND HOW MANY POINTS EACH DART HAD THEN ADD THE POINTS BACK IN TO THAT PLAYERS SCORE. IF YOU ARE TOO SLOW TAKING YOUR DARTS OUT OF THE BOARD AND YOU SCORE ON THE NEXT PLAYERS SCORE, USE THE UP ARROW TO ERASE THE DARTS SCORED.

12. IF A PLAYER THROWS WHEN THE MACHINE IS DISPLAYING AN OPPONENT'S NUMBER

- A. If the player has thrown less than three darts, the machine is advanced to the correct position by use of the "player change" button and you are allowed to throw your remaining darts. The game then proceeds normally with the opponent shooting next.
- B. If a player throws all three darts on his opponent's number before the infraction is noticed, that player has completed their turn and the machine is advanced to the proper opponent number the opponent gets their full compliment of three (3) darts and the game proceeds as normal. If a player throws out of turn and ends the game on that turn, their team loses that game.

13. IF A PLAYER THROWS WHEN THE MACHINE IS DISPLAYING THEIR PARTNER'S NUMBER:

- A. If a player has thrown all three (3) darts, his turn is complete. The machine is then advanced to the correct player position and play resumes, except that both players from the infracting team lose their next turn.
- B. If a player has thrown less than three (3) darts when the infraction is noticed, the machine is advanced to correct player position, and he/she is allowed to throw the remainder of his/her darts. The machine is advanced to correct player and play resumes, except both players from infracting team lose their next turn.
- C. If a player reaches 0 while shooting on his partner's number, that team loses the game.

14. TIE SCORE: In the event of a tie score, the first team to reach 0 wins.

15. BYES: Teams who have a BYE, do NOT pay or play.

B. 16. MATCH RULES OF CONDUCT

- A. Distracting other players is not allowed.
- B. Common sense and good sportsmanship shall be used during play regarding any questions that might arise. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of game, match, or expulsion from the league and forfeiture of all moneys.

- C. Any player caught misrepresenting themselves when shooting in league will be expelled from all dart league activities for one year and will lose all matches involved.

Remember we are here to have fun and enjoy ourselves!!

**** VISIT US AT OUR WEBSITE: www.jukeboxlarry.com Your standings will be posted there weekly, the day after you play.***

17. FORFEITS – THERE WILL BE NO FORFEITS – MATCH MUST BE MADE-UP

1. **DURING SEASON:** When a team fails to show up and not call, they will get a \$25.00 fine, and lose all games. If they call to reschedule there will be NO FINE. (Exception made for emergency) The games must be made up as soon as possible. If it is impossible to get together for the make-up match both teams will receive 0 wins and 0 losses. The team that refuses to do a make-up match gets fined \$25.00.
2. **A “NO SHOW” WITHIN LAST 5 WEEKS OF THE SEASON:** When a team is a “No Show” within the last 5 weeks that would affect the standings of the 1st, 2nd, or 3rd place team, that team will be dropped from the league and all moneys paid in will be forfeited.
3. Any team with a **“NO SHOW” 2 weeks in a row** or 3 for the season will be automatically dropped. All money paid in will be forfeited.

18. SCHEDULING / RESCHEDULING / WEATHER

- A. **SCHEDULING:** We will play each team once at home and once away.
- B. **RESCHEDULING:** In case of emergency, the rescheduling must be accepted by BOTH teams. Makeup games must be played within 2 weeks of the original date and at the convenience of the team that did not postpone the original night of league play, or it is considered a forfeit.

**** **WEATHER EMERGENCY:** In case of bad weather, it is up to the 2-team captains if they feel it is safe for their players to get to the match location scheduled. If they BOTH agree, they can play. However, it is NOT MANDATORY. If the match is not played, it is up to the 2-team captains to reschedule as soon as possible. If a team does NOT call the opposing team captain and fails to show up it will be a forfeit.

19. STANDINGS - Standings will be E-mailed weekly to the team captains and it will be posted on the website: www.jukeboxlarry.com. The standings will list the teams' position and the individual player's ppd and feats.

20. TIE IN STANDINGS

In case of a tie in standings for 1st, 2nd, or 3rd place, the team who won more games when they played head-to-head, will be the winner.

21. MACHINE MALFUNCTION

In the event the electronics of the machine fail during a game and NO scores register, the captains will write down the last scores before the machine error and the bar will furnish 4 quarters to start the game over. The scores will be punched out to the scores written down by the captains. The game will continue, starting with the same player as when the machine eroded. If the machine still does not work, the team captains will decide to do a make-up match or go to the visiting team's home bar to play the game if they have a board available. In the event you go to the visiting team's home bar, it will be common courtesy to trade the next time you are scheduled to play that team, so each location has the benefit of a home game. If neither team's home bar has a board available, captains can decide whether to go to another bar to play or to reschedule. If a player causes the game to tilt (end game), by kicking or slamming on the front of the game, that team will automatically LOSE THAT GAME!

22. AWARDS - A sponsor will receive a plaque for 1st place, and individual trophies for 1st place. And a first-place plaque to high individual male and female for 301 and cricket. Players must have played 75% of total games for award eligibility.

*** **PRIZE MONEY BREAKDOWN: 60% of prize money per team WIN & 40% per team LOSS*****

*** **ALL SHOOTERS MUST BE OF LEGAL DRINKING AGE *****

*** **ABUSE OF EQUIPMENT, POOR SPORTSMANSHIP, OR UNETHICAL CONDUCT WILL BE GROUNDS FOR FORFEITURE OF A GAME, A MATCH, OR EXPULSION FROM THE LEAGUE. WE ARE HERE TO HAVE FUN AND ENJOY OURSELVES – NOT TO ARGUE!!*****

23. STATE DART TOURNAMENT

The 2026 State Dart Tournament will be held in Green Bay from Wednesday, May 13th through Sunday, May 17th. (If your team makes it to the finals, you come back Sunday, May 17th)

Eligibility: Anyone may attend the tournament, but you must have played 60 games in a sanctioned league on the same team. Once you have 60 games on one team you can play on any team in the Jukebox Larry's Leagues. If someone from Waukesha needs a fourth player, you can play with them at state. Get your hotel room reservation **ASAP!**