

# **HICKTOWN DART LG. RULES 2023-24**

**\*\*\*START TIME – 7:30PM\*\*\* IF BOTH TEAMS ARE AT THE LOCATION BEFORE 7:30PM, THEY CAN START EARLIER. \*\*\***

**SUBS – A SUB CAN PLAY FOR ANY TEAM – IF A SUB PLAYS IN ANOTHER LEAGUE, THEY MUST USE THAT AVERAGE/OR LAST YEAR'S AVERAGE. NEW SUBS – MALES START WITH 20 PPD AND 2 MPR – FEMALES START WITH A 15 PPD AND 1.5 MPR**

**\*\*\*1<sup>ST</sup> WEEK IS OPEN IN/OPEN OUT – THE REVERSE HANDICAP STARTS THE 2<sup>ND</sup> WEEK\*\*\***

**\*\*\*GAMES – 301 \$.75 - CRICKET AND 501 \$1.00\*\*\***

1. **LEAGUE GAME** is 301 partners. Playing a rotating schedule as listed on the dart board. A team plays 6 games of 301, 6 games of cricket and 1 501. Starting time: 7:30 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 Thursday September 7<sup>th</sup> at Squidy's. 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. "Regular Players" may **NOT** switch teams once the roster is turned in. Subs may sub for other teams. 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:** \$40.00 per team per week and \$23.00 to prize fund.
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 \$45.00 for each team in the league and fees are due, November 1st. The \$45.00 will go toward the end-of-the-year banquet and toward prize money.
6. **GENERAL GAME RULES**
  - A. **STARTING TIME:** 7:30pm with a 30-minute grace period. If you are going to be 30 min late, call the other team captain!! You can pull in a fill in player if one of your players is late. Let the other team know. If a team is not there after 30 minutes, the 1<sup>st</sup> game is forfeited. If not there the end of first game forfeits ALL games. 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 4<sup>th</sup> player comes **BEFORE** the 4<sup>th</sup> game is over, he/she **CAN** play the rest of the games. If the 4<sup>th</sup> player arrives **AFTER** the 4<sup>th</sup> 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.
9. **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 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.
10. **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.
11. **DART THROWN:** A dart thrown that sticks but does not register **MUST** be 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.

12. **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. \*\*\***

**13. 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.

**14. 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 darts. Machine is advanced to correct player & 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.

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

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

**17. MATCH RULES OF CONDUCT**

- A. Distracting other players is not allowed.
- A. Common sense and good sportsmanship shall be used during play regarding any questions that might arise.
- B. 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!!

**18. FORFEITS – THERE WILL BE NO FORFEITS – THE GAME MUST BE MADE-UP BEFORE THE SECOND HALF OF THE SEASON!!!!**

- 1. **DURING SEASON:** When a team fails to show up and not call, they will get a \$25.00 fine. 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.
- 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 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place team, that team will be dropped from the league and all money 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.

**19. 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.

**\*\*\*\* 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.

**20. STANDINGS -** Standings will be E-mailed weekly to the team captains or anyone that gives me an E-mail address and it will be posted on the website:  
[www.jukeboxlarry.com](http://www.jukeboxlarry.com). The standings will list the teams' position and the individual player's ppd and feats.

**21. TIE IN STANDINGS**

In case of a tie in standings for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place, we will go by who won when they played head-to-head.

**22. 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 reschedule 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 a 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!**

**23. AWARDS -** A sponsor will receive the Traveling 1st Place Plaque with name plate engraved.

**\*\*\* 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!**

**\*\*\*\* VISIT US AT OUR WEBSITE:** [www.jukeboxlarry.com](http://www.jukeboxlarry.com)

The Schedule and Your standings will be posted there weekly, the day after you play. **\*\*\***

Your contact person is Al Carnes at 262-370-7585. If you need changes to names, shooting order, team name, then call Leah at 262-966-9607 or E-mail Leah at [darts6dartout@gmail.com](mailto:darts6dartout@gmail.com)

You can make changes at the dartboard or add players at the dartboard, but you must tell me if you want them to be permanent. Adding at the board will only be good the night you add them. To have them pop up every week with your roster you need to tell me, and I will make them permanent.

**\*\*\*STATE DART TOURNAMENT IS IN LACROSSE MAY 15<sup>TH</sup> – 19<sup>th</sup>. \*\*\***