

A. League Fees and Start Times

- 1) Every player becomes a member of the National Dart Association (NDA) and is required to pay a \$8.00 sanction fee. This fee is only paid once per year, no matter how many leagues you may join throughout the year and will be deducted at the end of the league. The sanctioning runs from September 1st through August 31st. Membership entitles all players to the "Throw Lines" magazine, membership pin and card, and the opportunity to compete in the NDA World Tournament held in Las Vegas and other regional events. A complete address must be provided to receive the magazine.
- 2) Prize money is based on the number of weeks played and the number of teams in the league.
- 3) Start time is 7:00 pm, unless otherwise advertised prior to league sign up. There is a 15 minute grace period. After the grace period you must start your match. The missing player must "skip" their turn until they arrive.

B. General Rules

- 1) It is up to the location's discretion to serve "team drinks", it is not mandatory. All players must be at least 18 years of age to be a NDA sanctioned player. All league players must be 21 years of age or accompanied by their parent or legal guardian. Be prepared to show I.D. This rule is in compliance with the Arizona state liquor law. The location has the right to require any additional age requirements.
- 2) The front of the throw line is 8 feet from the face of the dart head. (measuring mark is on the right side bottom of the board). The center hole of the bullseye is 68 inches from the floor. (both are NDA guidelines) Players may lean or step over the line during their turn as long as the dart thrown hits the board before their foot hits the floor in front of the throw line. If a player throws a dart(s) while standing in front of the line, the opposing teams captain must notify the player and the captain and issue a warning. Any additional darts thrown in front of the throw line after the warning will result in a foul and loss of turn for that player. An accidentally dropped dart may be picked up and rethrown. If you begin the forward motion of throwing the dart and then drop it short it is considered a thrown dart and may not be thrown again.
- 3) Maximum dart weight allowed by NDA is 20 grams.
- 4) Players are NOT required to throw all three darts per turn. If you decide to hit the button to skip remaining dart this will not affect your mpr/ppd. If the dartboard 'skips' a dart during a players turn both team captains must agree this occurred and back up the board to correct the issue before any more darts are thrown.
- 5) All marks or points given by a board are considered correct. However if a board malfunction occurs both captains must agree before backing the board up and correcting the issue. Flighting another dart is not considered a mis-score and cannot be corrected. The dart in question must remain in the board until the correction is made. If a dart bounces out the score given by the machine will stand. If the dart board mis-scores the winning dart the win will stand.

* For Remote League Play Only...

Scores cannot be corrected. We revert to the "The Board Never Lies". If your board is mis-scoring call for a tech to service. 520-748-2955.

If someone shoots under the wrong name the captain from your team must contact the captain from the other team and inform them of the situation. This is considered a foul. That player will lose their next turn.

- 6) If a player wins the game while shooting under the wrong name this will result in a loss of the game. The captain must call and report the incident to the league coordinator.
- 7) The automatic handicap begins week #2 and will determine the "handicap" as soon as the game appears. Players (or subs) with no known handicaps are entered as the same averages as the highest rated player on that team.
- 8) Any players starting the match must finish the match. Substitutes must be entered before the match starts.
- 9) In 4 player leagues, 3 players are required to begin a match. In 3 player leagues 2 players are required to start the match. And in a 2 player league both players must be present. 15 minutes after league start time the absent player should be positioned so that they play in game number 2. Then their turn is skipped until they show up. They will receive no warm up darts. If they miss the entire match their turn is skipped every time.
- 10) If a team drops out of a league and creates a bye, all previous match scores from that team and their opponent(s) will be deleted for that round or league. If a team drops out or fills a bye, the league director will notify team captains by phone for 2 weeks and post it on the standings report. After this time period, any forfeits caused by not receiving the message or not reading the standing will remain a forfeit if the revised schedule is not followed.

11) The objective of any dart league is to enjoy the competition and to have fun. Foul language, harassment, or any other unsportsmanlike conduct toward other players, sponsors or the league director will not be tolerated. You will receive one warning. After that point, the league director will decide whether to suspend the player. Abuse of the equipment will not be tolerated. the penalty for player abuse that causes a dartboard to be inoperable for league play will be an automatic loss of match for that team. Any repeat reports will result in permanent expulsion from all Eagle Vending leagues and tournaments. Any player 86'd from a bar cannot request their matches be moved from that location. You must get a sub for that player the week they are scheduled to be in that bar.

12) To help promote and protect the league, the dominant team rule is in effect. The league director will determine if a team winning their division will be placed in a higher level for the following season based on their record and player ratings. Teams already in the highest or a single division will not be allowed to play with more than 50% of their original team for the following two seasons after winning their level two consecutive times. After two complete seasons, the original players may play together again. The player's mpr or ppp will be used to determine their placement. the league director will make the decision on this issue.

13) All matches must be played according to the league schedule. If a match is played at a different location than the one scheduled, both teams will receive a forfeit unless approved by the league coordinator in advance.

LEAGUE POLICY: Once a league has begun, teams CANNOT change locations without the approval of the current location owner and league director.

C. Dart Board Service

1) If the dartboard resets itself due to power failure or by accident, the game will start over in the same place once power is restored. All previous game scores and stats will be saved. If the power outage is caused by player abuse, that team will lose the game.

2) If the dart machine needs service, both captains must agree that the dartboard is not playable. At this point, play must be stopped and the home captain must call for service @ 520-748-2955. If play continues, results of any games started or played before the service department arrives will be final. The team captains will decide whether to wait for the technician to arrive before and repairs to be finished or to reschedule the remainder of the match. You must notify the league coordinator with make-up date.

D. Handicap System

1) The spot point and mar handicapping system is used to equalize the players within each skill level by having a set "01 " or "cricket marks" for each player to start the game. Players handicaps are based on you individual ranking within that league. The league rankings are updated and posted on the website each week and downloaded onto the dartboard. Players will be ranked on their mpr (marks per round) in Cricket and ppp (points per dart) in 01.

2) Handicapping begins after week 1. The board automatically sets the handicap based on averages.

3) Handicapping is used for all games.

4) If your standings are not updated prior to noon the day of your league the captain must notify the league director. It is the responsibility of both team captains to ensure the handicap is current prior to starting a match. If a match is played with the wrong handicap the results will be final.

NOTE: If you notice the handicap is wrong prior to ANY darts being thrown you can back out of the match by turning off the board an following the instructions on the monitor. All credits will be saved. Then you must reset the handicaps and restart the match.

5) All first week matches are played heads up with no handicap. If you play a team the second week that did not play the first week (due to a bye or reschedule) both teams will play with averages determined by the previous season. Contact the league coordinator for this information. If a first week match is rescheduled it will be played with no handicap regardless of when it is made up.

E. Roster Sheets and Regular Team members

1) Rosters need to be filled out before the season begins. First and last names as well as at least one working phone number for the schedule. Teams with unknown or partial rosters may be placed in an upper skill level. Stats will not be kept for players not providing first and last names.

2) Any player found to be using a false name will cause a team to forfeit all games played for that match. The opposing team captain has the right to request ID to verify a player. The captain must notify the league director immediately if there is an

illegal player. Any player who is employed by or operates a dart board business / board operator must get approval from Eagle Vending to participate in our leagues.

3) After week four the rosters are considered established. The regular team members are considered to be the original team players on the roster or the players with the majority of games played at this time. If there are changes to your roster you must contact the league director.

4) You may have as many subs on your team as you have regular members. 2/2, 3/3, 4/4. The league director must approve of any roster changes to ensure the players(s) is a legal replacement within that skill level.

5) No regular team member roster changes will be allowed during the final four weeks of the season without the approval of the league director.

6) Any player replacement on your roster is subject to the same guidelines as the substitute rules.

F: Substitute Players

1) These substitution rules are used to ensure fair play and good sportsmanship for all players. The league coordinator must be contacted by the team captain of a player challenge concerning an illegal substitute player with 24 hours of the match. If there is a question before the match begins, call the league director to receive confirmation of a known substitute. The full protest procedure is not required to lodge an illegal player challenge, but you must do this within 24 hours of the match. The league director must approve any sub for the first week of league to ensure the substitute does not go over the team or player skill level.

2) After the 1st week, substitute players must be of a comparable skill level. In Cricket the substitute must be with .35 (mpr) and in '01 the substitute must be within 3.0 (ppd) of the person they are subbing for. This is based on established NDA stats. If a player has no established stats they will be rated with the same ppd/mpr as the highest player on the team they are subbing for. If the player has multiple established averages the highest average will be used.

3) If there is a team/player cap the substitute cannot be higher than what is allowed for the league even if they fit under the .35mpr of 3.0 '01 rule.

4) The penalty for an illegal sub in a 3 or 4 player league is a loss of all the games the sub won (including the team game). For a 2 player team the penalty is a loss of a minimum 50% of the games played.

5) If a team ignores the league director's decision concerning an illegal sub and continues to use the illegal sub that team will be forfeited from the league and all their monies will be forfeited as well.

6) A regular team member from a league cannot sub for another team in that league. However, a substitute can sub on more than 1 team in the same league.

7) If a regular team member is present at the beginning of the match they must play. If they do not, the substitute player will be considered illegal. The only way a player can be present but not play is if they are ruled unable to play due to medical reasons. This needs to be verified thru the league director prior to start time.

8) During the final 2 weeks of the season the substitute must be within .15 mpr and 1.0 ppd of the person they are replacing.

9) If you have a substitute listed on your roster that does not mean they can sub for any member of the team. They are held to the same rules as other subs.

10) Any player that is denied entry (86'd) to an establishment must get a substitute or ask the establishment to make an exception for league. Matches must not be moved from scheduled bar.

11) If a captain allows an illegal player to play, both captains must contact league director prior to match time. All protest or challenge rights will then be waived.

12) A four player team may have a maximum of 2 substitute per match. A three or two player team may have 1 substitute per match.

G: Captain's Duties

1) Read and explain the rules to your teammates rules are for your benefit. Every season there may be updates and changes. If you have any questions pertaining to the rules, call your league director.

2) Inform your team members where they are playing.

3) Collect your team dues and place into dart machine. Set up the dartboard for league play. Ensure players names and handicaps are correct.

4) Provide a current phone number.

- 5) Be responsible for your player's actions. Settle any disputes or problems between your players during the match. Inform the league director of any problems such as substitute players or make-up games.
- 6) Always promote good sportsmanship among your players.

H: Forfeits

- 1) In a 13 game leagues teams will receive a 9-4 winning score, their winning percentage or the forfeiting teams losing percentage. (Whichever is greater) for a forfeit. In a 11 game league teams will receive a 8-3, their winning percentage or the forfeiting teams losing percentage. (Whichever is greater) score for a forfeit.
- 2) For a forfeit in the final 2 weeks, the league director will determine the # of wins given to the team receiving the forfeit, so the league standings are affected as little as possible by the forfeit.
- 3) After a 15 minute grace period the captain of the team that is present should decide whether to claim a forfeit, reschedule or play the match. If some of the team is present and wishes to start the match short player(s), they may do so, however the player not present must have their turn "skipped" until they arrive. They do not have to wait until the next game they are in to start playing, they may do so immediately, however they will receive no "warm up" darts. The starting order of the match can be switched prior to starting the match and teams can place the missing player in the 2nd game if they wish to.
- 4) If a team forfeits 2 weeks in a row, or a total of 3 times in a season, they will be dropped from the league. They will forfeit any monies paid into the league and be ineligible for any awards earned in that league. All scores from any unfinished segment of league will be erased.
- 5) If a team leaves a location while a match is in progress, they will forfeit all remaining games. If one player is asked to leave an establishment during league play the match may continue with that players turn being skipped on every turn.

I: Rescheduling

- 1) First week matches not played: The league director will determine if a first week match will be a make-up or a forfeit. The make-up match must take place in the original scheduled location and must be done within 2 weeks of the original date. If not, the league director will schedule the match. Any team not showing for the match will receive the forfeit. The first match of a season is shot with no averages entered so any first week make up matches must have averages zeroed out.
- 2) For the remainder of the season, the captain is required to contact the opposing captain 24 hours or more in advance to keep home location rights. Anything less than 24 hours and the team will lose their home location rights. All make-up matches must be shot with two weeks of the original date unless approved by the league director.
- 3) The captain that approves to a make-up match must provide a date and time for the make-up match within 24 hours of the original match to the opposing captain and then call the league office with the information. The date must be within 2 weeks of the originally scheduled match. If the match is not done by this time the league director will score an automatic forfeit against the team that requested the original reschedule.
- 4) If extenuating circumstances prevent the match, you must call the league director as soon as possible so a decision can be made.
- 5) Any team requesting more than 2 reschedules in a row or 3 or more during a season may be dropped from the league and will forfeit any monies paid into the league and be ineligible for any awards earned in that league. All scores from any unfinished segment of league will be erased. Teams should be prepared to use substitute players to ensure that as few reschedules as possible occur.
- 6) Remember when you request a reschedule you are required to play on the date the opposing team is available. Be prepared to get subs if needed.

J. Protest

- 1) Most protest can be avoided. the captains should be able to reach an agreement at the time the problem occurs.
- 2) A dispute that requires a protest must be handled at the time it occurs. You must stop play if the problem warrants and call the league director. If the team continues league play without notifying the league director, the protest will be considered null and void. A protest that needs to be handled the following day will be reviewed and decided on. All decisions are final.
- 3) The captain lodging the protest must provide a written explanation of the protest. Both captains must sign the explanation and include phone numbers. The league director will read the protest, contact captains with follow up questions and render a decision. All decisions are final.
- 4) Only captains may lodge a formal complaint.