



Team Captains and players are advised to read the rules thoroughly before play begins to eliminate any questions during the tournament. If you have any questions, please consult a tournament director or referee. These darts leagues are held for the benefit of its players. Good sportsmanship will prevail at all times to assure fun and a pleasant time for all.

#### I. ELIGIBILITY

1. Teams must be from leagues owned and operated by Badlands Music.
2. SUBSTITUTES: If more than four players come to the tournament, the substitute(s) may rotate with another teammate, but the four players who begin a match must also complete it (you may rotate match to match, but not game to game.)
3. All players must have played a minimum of 5 weeks in a current league. Players must use their highest CDA showing 5 weeks of play.
4. All teams must designate full team roster, including substitutes when registering.

#### II. LEAGUE RULES

##### A. Handicaps

1. All players start with: Ladies 14 ppd, 1.4 mpr, Men 18 ppd, 1.8 mpr. After Dec 31 Ladies 18, 1.8, Men 22, 2.2 Once a player has an established handicap (ppd or mpr) that is the handicap the player shall use.
2. Each player must establish a handicap for every league they play in. Your handicap can be carried from division to division, but not league to league. EXAMPLE: If you throw on Tuesday night 301/501/Cricket League Budweiser Division, you must use your handicap if you sub for the Tuesday night 301/501/Cricket League Bud Light Division. If you throw on the Tuesday night 301/501/Cricket League and you sub for the Thursday Cricket/501 League, you must establish your own handicap for that league.
3. Once a player has played 5 nights with a team, they can no longer be a sub for any team in the same league.

##### B. Fees

1. Each player must pay \$10/per night of play that night. The captains must collect a total of \$40 per team and put it in the dartboard.

##### C. Forfeits

1. All games start at 7:30 pm (not bar time). A 15 minute grace period is allowed before a forfeit is called. The no show team will lose 1 game each 5 minutes that they are late. At 8 pm (not bar time) the match will be counted as a forfeit if the team or players do not show up. The match will be played as normal if the team or players show up after 7:45pm. EXAMPLE: Team A is waiting for Team B. Team B's players show up at 7:55pm. Team A wins the first 2 games and the match starts at game 3.
2. Forfeits will be scored as all wins to the team that is ready to play.
3. The team that forfeits must still pay its fees for the night.
4. A match can be played with 2 players. The total team fee must still be paid.
5. Exception: If teams agree to start later, the forfeit rule applies to the agreed upon time. If a different night is agreed upon, please notify Badlands Music.

##### D. SCORING AND PLAY

1. Please refer to the Tournament Rules for other questions that may arise. Call Badlands Music for any other questions.

#### III. THE TOURNAMENT GAME

1. The game is 301 ANY IN - ANY OUT except where otherwise designated.
2. All players start with 301 points and attempt to reach 0.
3. Players stand at the "A Throw Line", 96 inches horizontally from the face of the dart board. It is legal to lean over the line. Player may step on, but not step across the line.
4. To avoid crowding the shooting player a second line will be placed 36 inches behind the "Throw Line" 11 feet horizontally from the face of the machine. The area between the machine and this second line will be the "Throw Area". Only the players are allowed in this area during a turn. Once a dart has been thrown, the shooter may not leave the immediate area until his turn is completed.
5. Each player throws a maximum of three darts per turn.
6. It is not required for a player to throw all three darts every turn. A player may pass or throw less than three darts.
7. Darts on board cannot be touched until turn is over and player has touched the "Player Change" button.  
**(EXCEPTION: SECTION IV; RULE 3)**

#### IV. THE TOURNAMENT MATCH

1. The matches will be defined at the beginning of the tournament. If time scheduling becomes a problem, as determined by Tournament Director, the match format will be defined by the Tournament Director.
2. Games will be played in various combinations with teammates as dictated by score sheet and match format. Two team players per team play in each game.
3. Flip of coin determines "Home Team". Lineups are then posted and home team begins the first game. Score cards will be provided. In singles and doubles, slip a coin, winner of the flip starts in game one. In the remaining games the loser starts.
4. In all games, "Home Teams" are players one and three on the dart machine. In the following games, the losing team will begin play. EXAMPLE: If the player to start the game is player two on the score sheet, simply advance the machine to correct position by use of player change button and begin to play.
5. Both teams pay equally for all games.  
**(EXCEPTION; SECTION III RULE 10)**
6. As with tradition in darts, and to avoid confusion with the score sheet/playing order, team players will introduce themselves to the opposing players before beginning a match. All players must be present to begin a match.
7. Any player who is not present when it is their turn to play a game forfeits that game.
8. Players using assumed names will cause entire team to forfeit all matches, prizes and prize money. Identification will be checked on protest.
9. The player who throws first dart in a game must announce opposing players before throwing the first dart that they are "starting the game", and is responsible to be sure the machine is set on the CORRECT GAME.
10. If a machine is set on the incorrect game (50.1 Double in, etc.) that game will be played over and (A) the player who improperly started the game or (B) the player throwing first dart, starting the wrong game is responsible for all machine money to reset the game. The only exception will be on a "Last Dart" or "Winning Dart" if the player throwing is not from the team that improperly started the wrong game.

11. A thrown dart will be defined as "if the arm is in a forward motion", otherwise, the dart will be considered a dropped dart and can be picked up.

#### V. SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score the player receives. The player accepts that the machine is always right. The only exception will be on a "Last Dart" or "Winning Dart".
2. If there is a question as to whether the machine is scoring correctly or working properly, stop the game. Do not remove darts or touch player change. Call a referee immediately. EXAMPLE: A dart wedges a target segment and "Locks Up" the machine. Play stops and a referee is notified. Team captains write down all player's scores. The referee will remove dart and play will continue. Player is allowed their remaining darts. If the problem still exists, broken tip wedging segment, the match will be rescheduled on another machine. Scores will be re-entered and play will continue.
3. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.
4. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.
5. A dart thrown in the "Outer Ring" of the board will count double the point value and a dart thrown in the "Inner Ring" of the board will count triple the point value.
6. A "Bulls-eye" counts 50 points.
7. If a player scores more points than the total required to reach zero, the player busts and the score returns to the score that was existing at the start of the turn.

#### VI. FOULS

1. The following points constitute fouls. The commission of a foul may lead to: loss of turn, loss of match, expulsion from tournament, expulsion from tournament site or expulsion from future tournaments. All decisions concerning fouls will be made by Tournament Officials, (Referees or Directors). During league, captains decision.
2. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
3. If either foot crosses the throw line prior to the game recording the score or the dart reaching the board, it constitutes a foul.
4. Intentional stalling or unnecessary delay of a match as judged by a referee constitutes a foul.
5. If a player reaches 0 in a round in which that player's partner committed a foul, as judged by a referee, that player loses the game.
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 the player throws while the machine is displaying an opponent's number this constitutes as a foul. PLAY IS STOPPED IMMEDIATELY when the infraction is noticed. (A) If a player has thrown less than three darts the machine is advanced to his correct position by use of the "Player Change" button and he is allowed to throw his remaining darts. The game then proceeds normally with the opponent throwing 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 then throws his third dart, thereby allowing player two 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 of his darts on an opponent's number before the infraction is noticed, he has completed his turn and the machine is advanced to the proper order, his opponents number, and the game proceeds normally. EXAMPLE: Player two throws all three of his darts on player three before the infraction is noticed. Game is advanced to player three who then gets his full complement of three darts and the game proceeds normally. If a player throws out of turn and ends the game on opponent's number, he loses the game to that opponent. 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 correct player's number and play resume, except that BOTH PLAYERS from infracting team lose next turn. If a player has thrown less than three darts when infraction is noticed, machine is advanced to player's number and he is allowed to throw the remaining darts. Machine is then advanced to correct player's number and play resumes except BOTH PLAYERS from infracting team lose next turn. If a player reaches 0 while shooting on their partner's number, that team loses the game.

7. **MANUALLY SCORED POINTS:** (A) On opponent's constitutes a foul. Advance player change to correct player position and game proceeds normally, except that player who causes machine to manually score loses turn. (B) On player's own score or partner's score constitutes a foul. Advance "Player Change" to correct player number and game proceeds normally, except that BOTH PLAYERS from that team lose their next turn.
8. **MACHINE RESET/TILT:** (A) If a machine resets due to a power failure or other reason beyond the player's control, the game will be started over, (replayed from start, on another machine if machine problem exists or played on same machine if problem is repaired or resolved). (B) Any machine reset/tilt due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
9. Abuse of equipment, poor sportsmanship or unethical conduct, as judged by the referee or tournament official may constitute a foul and may be grounds for forfeiture of game, forfeiture of match, expulsion from tournament, expulsion from tournament site, expulsion from future tournaments, forfeiture of funds and future prosecution.
10. If a player reaches 0 on any turn in which they or their partner committed a foul, that player or that player's partner loses the game.
11. Any player or team that has third foul called against them shall lose the game.
12. Players may use their own darts if they meet the following specifications: (A) They must be plastic tipped darts. (B) Flights may be any length as long as dart does not exceed 8 inches in total length. Flights may not be any wider than 3/4 inch, as measured from shaft to flight edge, and may not have more than four "wings." (C) Complete dart must not exceed 20 grams each in weight. (D) Darts will be inspected on protest.
13. Any player found to be using overweight or otherwise illegal darts shall cause the entire team to be disqualified from tournament, forfeiting all prizes, prize money and entry feeds.
14. DISREGARD OF ANY RULES WILL CONSTITUTE A FOUL!
15. ALL DECISIONS BY REFEREES OR DIRECTORS WILL BE FINAL!
16. **THANK YOU FROM BADLANDS MUSIC & HAVE FUN!**