

# DAKOTA DART LEAGUE RULES AND REGULATIONS

## 2018 EDITION

### A. PURPOSE

1. The purpose of the Dakota Dart League is and shall be to promote the game of darts. This shall be done through any method that helps to UNIFY GAME RULES, BRING PEOPLE WHO ENJOY THE GAME TOGETHER, AND PROMOTES GOOD SPORTSMANSHIP.

### B. MEMBERSHIP

1. To be a member of any division team a person must be of legal drinking age and be a member of the Dakota Dart League. To become a member of the Dakota Dart League the person must fill out a sanction sheet and play on a sanctioned team. Each team must pay a \$24.00 sanction fee their first night of league play. This fee may be used for operational expenses. Any funds not used for operational expenses will be funded back to League members in the form of tournament prize money. No person shall be considered a League member nor shall any scores count until the player has filled out a sanction sheet.
2. All games will be played on machines owned and operated by Dakota Music.
3. Dakota Music has the right to deny or expel any player from the league. Sorry, but we can no longer allow our competitors or their employees to play in our leagues.

### C. TEAMS

1. Each team consists of 4 players per night; however you may play with 3 players. Money will be collected for the 4th person (Dummy). Money will be put in the machine for the 4th player but that player's turn will be passed with their score remaining at 301. Add this player to your roster as "Dummy". If you start the match with 3 players you must finish with 3 players. If you start the match with 4 players you can finish with 3 players in the event that someone has to leave for an emergency, the absent player's turn will be passed. However, if the player that left would return, then that player can play the rest of the match. Once you have started the first game, you cannot change names or order of play. If you don't have enough players, you may get anyone who fits in your division's PPD limit. Players may play on only one team per night. If you would like to play on a different team on a night that you are already playing you may do so by calling Dakota Music and telling us to drop you off the other team. A dropped player may not re-enter that team without permission of all team captains in that division. If your division finishes early, you cannot play on another division on the same night.
  2. Each team may have nine players on their roster. In the event a team must add a 10th member the captain must notify Dakota Music as to which player you would like dropped off the roster by calling 223-7588.
  3. There is a Point Per Dart (PPD) limit in each division which no players starting PPD may exceed. A starting PPD is what is in Dakota Music's PPD book at the beginning of the season, or a PPD we get from another operator if you played darts elsewhere. When signing up a team, it is the captain's responsibility to notify us of any member that has played league somewhere else. If a player's PPD rises above his or her division PPD limit, that player or players will be allowed to remain on that team for the rest of the season.
  4. Using an ineligible player will result in a forfeit for that night's play.
  5. If you are subbing on a different team you must use your starting PPD.
- All new players must use your current PPD.

6. To check a player's PPD that has played darts with Dakota Music, you must call Dakota Music @ 223-7588.

### D. FEES

1. Weekly fees for 301 Leagues are \$8.00/person/night. 9/9 split leagues pay \$9.00/person/night. 10/10 split leagues pay \$10.00/person/night and Budweiser Doubles pay \$13.00/person/night.
2. In the event of a bye or a forfeit, each team must pay \$15.00 for 301 leagues, \$14.00 for 9/9 split leagues, \$16.00 for the 10/10 split league and \$11.00 for the Budweiser Doubles League. This money goes in a league envelope and put in the slot on the right side of the dart board.

### E. MATCH

1. Starting time is 7:30 p.m. If one team does not show within 30 minutes they will forfeit the games. Forfeits will be scored 10-0 to the team that showed up in 301 leagues. In the 9/9 split leagues forfeits will be scored 14-0 to the team that showed up. 16-0 in the 10/10 split league and in the Budweiser doubles 13-0.
2. In the event a team cannot show for a match and wishes a chance to make up the match, they must notify the opposing captain 24 hours before the scheduled match, and if opposing captain agrees, rescheduled matches must be made up before the next regularly scheduled match. The same thing will apply to bad weather; we will not cancel League play because of bad weather. It will be up to the two team captains as to whether they will play that night or make it up before the next scheduled match. If your team forfeits a 3rd time, your team may be turned into a bye.

### F. THE GAME

1. The games are 301 ANY IN-ANY OUT or Cricket.
2. All players start with 301 points and attempt to reach 0.
3. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. You may step on, but not across the line.
4. Each player throws a maximum of three darts per turn.
5. It is not required for a player to throw all three darts on every turn. A player may pass or throw less than three darts.
6. A dart is considered thrown when the player's arm is in an over hand forward motion and the dart leaves the hand.
7. When any player reaches 0 the game is over. In 301, the winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the team that reaches zero wins.
8. As is the tradition in darts, team captains will introduce themselves and their teammates to the opposing team before beginning a match. It will also be the responsibility of the captains to check PPD's if there are any new players added.
9. Players using assumed names will cause the entire team to forfeit all matches, prizes, prize money and possibly lead to suspension. Identification will be checked on protest.
10. The player who throws the first dart in a game must announce to the opposing team captain before throwing the first dart that he is "starting the game."
11. 301 leagues, the 13th game will be 4 scores of 501 and all 8 players play. Handicap will be used. This game will only count as a team win. No individual feats will be counted.
12. Cricket games will have a limit of 30 rounds. The team with the most points after 30 rounds will win the game. In the event of a tie, the team with the most marks will win the game.

### G. SCORING ON THE ELECTRONIC DART MACHINE

1. Darts thrown in the "outer ring" of the board count double and those thrown in the "inner ring" of the board count triple.
2. If a player scores more points than the total required to reach 0, the player "BUSTS" and the score returns to the score that was existing at the start of the turn.
3. 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 as follows:  
EXAMPLE: Player needs 39 to go out. He shoots the triple 13, but the machine fails to score, or scores incorrectly, so long as the dart sticks, the machine was displaying the player's name, and all other rules were followed, that player/team shall be credited with a win in that game. This rule will apply ONLY if a player uses a single dart in that turn and not a combination of darts. If a player uses the 2nd or 3rd dart and this happens, it is not a win, it will only be a win if 1 dart was thrown.
4. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored.
5. If a dart wedges between the white spider and a score segment and the dart board locks up, play is to be stopped. The opposing team captain and the player shooting will go up to the board and then the opposing captain will remove the wedged dart. It is the responsibility of the player shooting to notify the opposing captain that he has a wedged dart. If the player throws any darts while the machine is locked up due to a wedged dart those darts will be considered thrown and may not be removed and thrown again.

### H. FOULS

The following points constitute fouls - the commission of a foul may lead to: loss of turn, loss of match, expulsion from the League.

1. If either foot touches the floor beyond the throw line, prior to the game recording the score or the dart reaching the board it constitutes a foul and that player will lose his next turn.
2. If any player tilts or causes the machine to blank out by unnecessary abuse, that player's team loses that game.
3. If a player reaches zero in a round in which that player or that player's team committed a foul, that player (team) loses that game. You must stop play and notify Dakota Music at 223-7588. The player on the other team whose score is lowest receives the win.

4. It is each player's responsibility to see that the machine is displaying the appropriate player's name prior to throwing any darts. If the player throws while the machine is displaying an opponent's name, 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 use of the "Player Change" button and he is allowed to throw his remaining darts. The game then proceeds normally with the opponent shooting next, and so on.

EXAMPLE: Player two throws 2 darts on player three before the infraction is noticed. At that point the game is advanced to player two, he throws his third dart (thereby 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. If a player throws out of turn and ends the game on that turn, his team loses that game and Dakota Music must be notified.

B. If the player throws all three of his 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.

5. 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. The machine is then advanced to correct player position and play resumes, except that BOTH PLAYERS from the team which threw incorrectly will lose next turn.

A. If a player has thrown less than three darts when the infraction is noticed, play stops and the machine is advanced to the opponent's position. Play resumes, except BOTH PLAYERS from the team which threw incorrectly will lose their next turn.

B. If the player reaches zero while shooting on his partner's number, that team loses that game and Dakota Music must be notified.

6. Any player throwing out of turn as dictated by match schedule has committed a foul.

EXAMPLE: H2 and H3 are supposed to be playing this game. H4 throws in either position, but is not supposed to be playing.

A. When the infraction is noticed, play stops and the machine is advanced to the opponent's position. Play resumes, except BOTH PLAYERS from the team which threw incorrectly will lose their next turn.

B. If the team which threw incorrectly reaches 0, it is a loss of game and Dakota Music must be notified.

## I. MANUALLY SCORED POINTS

1. Any points scored manually, will be corrected by using the un throw dart feature. Push the up arrow, select Yes, and enter (the bottom button). You will be allowed 8 un throw darts per game. If you exceed the 8 darts in a game then we will go back to the old rule:

a. On opponent's score: constitutes a foul. Advance player change to correct player position and continue play, except that player who caused the machine to manually score loses next turn.

b. On players' own score or team's score constitutes a foul. Advance player change to correct player position and continue play, except that BOTH PLAYERS from that team lose next turn.

## J. MACHINE RESET (TILT)

1. If a machine resets due to power failure or other reason beyond player control, select resume league play, if machine problem exists call for a service man at 223-7588 and leave a message on our answering machine. If no answer, please call again. If service man fails to show up or call you within 15 minutes please call and leave another message.

## K. OTHER CONCERNS

1. Abuse of equipment, poor sportsmanship or unethical conduct may lead to loss of games, being put on probation and or expulsion from the League.

2. Players may use their own darts if they meet the following specifications.

a. They must be plastic tip darts.

b. Flights may be any length as long as dart does not exceed 8" in total length. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four (4) "wings".

c. Complete dart must not exceed 20 grams each in weight. (There will be a 1/2 gram allowance.)

d. Darts will be inspected on protest.

3. Any player found to be using overweight or otherwise illegal darts shall cause the entire team to lose all wins for that night or match in tournament play.

## L. PROTEST PROCEDURE

1. Only the team captain or the acting captain has the authority to protest.

2. A protest must be given to the League Coordinator in writing, within 24 hours after the match. The protest must be accompanied by a protest fee of \$15.00. If the protest holds, the \$15.00 will be returned to the protesting captain. If the protest does not hold, the \$15.00 will go into the division treasury.

3. The Advisory Committee will review the protest and make a decision by majority vote.

4. The Advisory Committee will consist of captains in that division.

## M. SPONSOR'S TOURNAMENT

1. If you are a member of more than one team you must decide which team you will be playing on during the sponsor's tournament before tournament time. You will be allowed to play on only one team during this tournament.

2. A team member must have played 3 nights in order to play during the sponsor's tournament. It will be up to the team captains to check before the match begins to make sure that all players have played 3 nights.

3. It is the captain's responsibility to make sure that the roster is correct and legal. After games have been completed the roster will be considered legal.

4. Any team that does not notify us by January 31st that they will not be playing in the sponsor's tournament will be charged their \$20.00 entry fee.

## N. SPOT DARTS ALLOWED (SDA)

1. Your individual SDA will be 0, 1, 2, or 3. Your SDA means Spot Darts Allowed.

2. Your SDA is based on PPD and MPR.

3. The first time a player plays on a team their SDA is 0.

4. If you play a team that has not played a league match yet, both teams will have 0 SDA.

5. In the first round of each game the players involved will throw their SDA. The player with the highest handicap in the game will get 3 darts in the first round.

Example: Player 1 = 2 SDA, Player 2 = 0 SDA, Player 3 = 1 SDA and Player 4 = 0 SDA. The dart board will give Player 1 = 3 darts, Player 2 = 1 dart, Player 3 = 2 darts and Player 4 = 1 dart. The only time a 0 SDA will not throw any darts in the first round is when there is a 3 SDA in the game.

## O. NEW DART BOARD INSTRUCTIONS

1. Select League Mode

2. Select Play League

3. Select Your League

4. Home Team select your team

5. Home Team select the 4 players playing and select player order

6. Select Choose Visiting Team

7. Home Team puts weekly fees into the dartboard, then the Visiting Team puts in their weekly fees.

8. Visiting Team select your team

9. Visiting Team Select the 4 players playing and select player order

10. Start Match

11. Visiting Team hold in the up arrow button in to use credits

12. If all players are correct and player order is correct, Select Start Game

13. After each player has thrown their darts, you will have 7 seconds to pull them out of the dart board. The only time you need to push the button is if you do not throw all the darts allowed in a turn, or a dart does not register. If you have any manually scored darts, refer to section I-1.

14. After each game to continue press the red button until the next game is ready to start.

15. In the split leagues, 301 will be played first, then cricket.

**If a power failure**, once power comes on the machine will ask if you want to resume league. Select yes and enter.

### **If you have a forfeit:**

In the event of a bye or a forfeit, each team must pay \$15.00 for 301 leagues, \$14.00 for 9/9 split leagues, \$16.00 for the 10/10 split league and \$11.00 for the Budweiser Doubles League. This money goes in a league envelope and put in the slot on the right side of the dart board.

**P. END OF SEASON & PLAYOFFS**

1. The season will be divided into two halves and season winners will be determined as follows:

If the same team wins both halves - that team will be first.

If different teams win first in the halves they will play off to determine first.

If the same team wins second both halves and there is a play off for first, the team who won second both halves will play off with the team who loses the play off for first to determine second and third places.

If different teams win second each half and there is a play off for first, the loser of the playoff has second and the two second place winners will play off for third.

A player must have played 3 nights in order to play in a playoff.

There will be a night on the schedule for playoffs and all playoffs will be played on that night.

To qualify for 1st, 2nd or 3rd place for the year, a team must compete in at least 75% of the scheduled matches.

Dakota Music reserves the right to make any changes to the rules it deems necessary to make the league run smoother. Interpretation of all rules will be the sole job of the coordinator. The coordinator's decision will be final.

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For League Standings, Schedules, Events, Tournaments and Tournament Results go to  
[www.dakmusic.com](http://www.dakmusic.com)



