

DAKOTA DART LEAGUE RULES AND REGULATIONS

2026 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 a team, a person must be of legal drinking age and have played at least one night on a team during the season.
2. All games will be played on machines owned and operated by Dakota Amusement.
3. Dakota Amusement has the right to deny or expel any player from the league.

C. TEAMS

1. Teams consist of 4 players per night; however, you may play with 3 players. To do so, type in "Dummy" under a new sub, and pass that player in both 301 and Cricket games. If a match is started with 3 players, it must finish with 3 players. If you start the match with 4 players and a player has to leave for any reason, that player will be passed when his/her name comes up to shoot. If that player returns, he/she can play in the next game they are in from the start. Returning players cannot join in after a game has been started. Once a dart has been thrown in the first game, you cannot back up and change names or the order of players. If the match has been started and a team has an incorrect player selected for the match, the incorrect player throwing will pass the first round of every game they are in. Dakota Music must be called and it will be corrected in the morning. If you do not have enough players, you may get a substitute as long as their last known average fits in your division's PPD limit. Players may play on only one team per night. If a player plays on a second team on the same night, they must drop off the first team and cannot re-enter that team without permission from all team captains in that division.
2. Each team may have up to 9 active players on their roster. To drop a player, you must call Dakota Amusement at 223-7588.
3. There is a Point Per Dart (PPD) limit in each division which no player's starting PPD can exceed. A starting PPD is the last known PPD at Dakota Amusement or from another operator if dart league has been played elsewhere. When signing up a team, it is the captain's responsibility to notify Dakota Amusement of any member who has played league somewhere else. If a player's PPD rises above his/her division PPD limit, that player 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 playing on a 2nd team must use current PPD. To check a player's PPD that has played darts with Dakota Amusement, you must call at 701-223-7588.

D. FEES

1. Weekly fees range from \$9.00 - \$15.00 per person, per night for all Leagues.
2. No fees need to be paid for a bye or forfeit.

E. MATCH

1. Starting time is 7:30 PM. Bismarck-Mandan Leagues have a 15-minute forfeit time. Out-of-town Leagues have a 30-minute forfeit time. Forfeits are scored 75% of games to the team that is able to play, and 0 wins for the forfeiting team.
2. If a team wishes to make up a match, they must notify the opposing captain at least 24 hours before the next scheduled match. If the opposing captain agrees, the rescheduled match must be made up before the next scheduled match. In the event of bad weather, if you need more time to reschedule, contact Dakota Amusement. League will not be canceled due to bad weather. If a team forfeits a 3rd time, that team may be turned into a bye.

F. THE GAME

1. Players stand at a throw line that is 96 inches from the face of the dart board. You may step on the line, but not cross over the line, and you may lean over the line.
2. Each player can throw up to 3 darts in a turn. It is not required to throw all three darts. A player may choose to pass, or throw less than three darts in a turn.
3. A dart is considered thrown when the player's arm is in an "over-hand forward motion" and the dart leaves the hand.
4. In X01 games, when any player reaches 0, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score is tied, the team that reaches 0, wins. Freeze Rule is broken when the team that reached zero, does not have the lowest combined score. In cricket, the winning team is the team with all numbers closed and is tied or ahead in points.
5. To promote good sportsmanship, 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 PPDs if there are any new players added.
6. Players using someone else's name will cause the entire team to forfeit all matches, prizes, prize money and possibly lead to suspension. ID will be checked on protest.
7. The player who throws the first dart in the match must announce to the opposing team captain before throwing the first dart that he/she is "Starting the Match."
8. In 301 Leagues, the 13th game is 4 scores of 501, with all 8 players playing.
9. In Cricket games, there is a 30-round limit. 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 existed at the start of the turn.
3. The player throwing the darts has the choice to correct any darts that are stuck in the dartboard and didn't score at all, or miss scored. To do so, you must contact the opposing captain and use the backup feature to make the corrections. Any darts that do not stick in the board cannot be corrected.

H. FOULS

Committing a foul may lead to loss of turn, loss of match, or expulsion from the league.

1. If either foot touches the floor beyond the throw line before the dart touches the board is a foul. After a warning from Dakota Amusement, the penalty is loss of turn.
2. If a 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 call Dakota Amusement at 701-223-7588 to correct the score.
4. If a player throws while the machine is displaying an Opponent's Name, it is a foul. Stop play when the infraction is noticed. Use the player change button to advance to the same Opponent's Score. The opponent will get all 3 darts and the player who shot out of turn will lose his/her next turn. If a player ends the game while shooting out of order, it is a loss of game and Dakota Amusement must be notified.
5. If a player throws while the machine is displaying his/her Partner's Name, it is a foul. Stop play when the infraction is noticed. Use the player change button to advance to the Opponent's Score, and BOTH PLAYERS from the team that threw incorrectly will lose their next turn. If a player reaches zero while shooting on their partner's score, it is a loss of game and Dakota Amusement must be notified.
6. If a player throws, and he/she is not supposed to be in that game, it is a foul. Stop play when the infraction is noticed. Use the player change button to advance to the Opponent's Score, and BOTH PLAYERS from the team that threw incorrectly will lose their next turn. If the team that threw incorrectly reaches zero, it is a loss of game and Dakota Amusement must be notified.

I. BACK UP DART FEATURES

Players can use the backup feature for the following issues.

1. Miss-scored darts that are stuck in the Dartboard (referenced in section G-3)
2. Manually scored points.

To back up darts, press the up arrow. When the board asks to remove the last dart, select yes, then use the bottom red button to enter.

J. MACHINE RESET

If a machine resets due to power failure or any other reason beyond player control, select resume league play. If the machine problem exists, call Dakota Amusement at 701-223-7588 to report the problem.

K. OTHER CONCERNS

1. Abuse of equipment, poor sportsmanship, or unethical conduct may lead to loss of games, put on probation, and/or expulsion from the League.
2. Players may use their own darts if it meets the following specifications:
 - a. Must be Plastic Tip Darts
 - b. Flights may be any length as long as the dart does not exceed 8 inches in total length. Flights may be no wider than 3/4 inches, as measured from shaft to flight edge, and may not have more than four (4) "wings".
 - c. Complete darts must not exceed 20 grams each in weight, with a 1/2-gram allowance per dart.
 - d. Darts will be inspected on protest.
3. Any player found to be using overweight/illegal darts will cause the entire team to lose all wins for that match.

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 Dakota Amusement Office in writing, within 24 hours after the match. A 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 league.
3. The Advisory Committee will consist of the captains in that division. After review of the protest, the committee will vote.

M. HANDICAP

All 01 games will be using "Reverse Handicap" and all Cricket games will be using "Spot Marks."

In a game of 301, the player with the lower PPD average starts with 301, while everyone else starts with a higher score. The higher the difference, the more points are added.

In a game of cricket, the team with the higher MPR average starts with 0 handicap marks, while the team with the lower MPR average could start with up to 7 handicap marks (1 mark in each number).

The boards automatically calculate handicaps based on each player's PPD and MPR. Handicaps will change game to game, depending on the 4 player's averages in that game.

N. SETTING UP A LEAGUE MATCH ON THE DART BOARDS

1. Select League Mode
2. Select Play League (Local or Remote)
3. Select Your League
4. Select: Yes-Both Cameras Work, No-Continue Anyways, or No-Cancel League
5. Select Your Team
6. Select Home or Away (reference your schedule for home or away)
7. Select Opponent Team
8. Select: Yes-Play Local League or No-Play Remote League
9. Adjust your roster and the player order
10. Add your League money into the board
11. The opponent team may adjust their roster and the player order
12. The opponent team add League money into the board.
13. Once the player order is correct, Select Start Game
14. After a player has thrown his/her darts, the board will change players after 7 seconds. If there are any manually scored darts, use the backup dart feature. The only time you need to push the player change button is if you throw less than the darts allowed, or a dart doesn't register.

In the event of a power failure: Once the power comes back on, the machine will display an option for you to resume League. Select yes and enter.
O. END OF THE SEASON & PLAYOFFS

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

If the same team places first both halves, that team is first for the season.

If different teams place first each half, they will playoff to determine first place. The loser will place second, as long as a same team did not place second both halves, and there are awards for third place.

If the same team places second both halves, and there are no playoffs to determine first for the season, that team is second for the season. If there is a playoff for first place, and there are awards for third place, then the team that placed second both halves will play the loser of the first-place playoff match to determine second and third place for the season.

If different teams place second each half and the same team places first each half, the two teams will playoff for second and third place for the season. If two different teams place first each half and another two teams place second each half, then the two first-place teams playoff to determine first and second place for the season, and the two second-place teams playoff to determine third place for the season.

If different teams place first each half, and one of those teams places second one half, then the other team that placed second for a half will be awarded third place for the season.

If the same teams place first and second each half, and two different teams place third, and there are awards for third, then the two teams that placed third will playoff to determine third place for the season.

Dakota Amusement 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

