

C&M DART LEAGUE RULES

July 2019

All rules are derived from the **National Dart Association (NDA)** "OFFICIAL RULES OF PLAY OF ELECTRONIC DARTING." C & M DART LEAGUE rules supersede NDA rules where the same issues are addressed. Teams may mutually decide to waive parts of the rules. League Management should be contacted in these instances.

1. **ALL LEAGUE MATCHES MUST BE PLAYED ON ARACHNID DART BOARDS!**
2. The **TEAM ROSTER** will consist of 4 regular players and up to six substitutes. 2 on 2 teams will consist of 2 regular players and four substitutes. Mixed Trips will consist of 3 regular players(1 must be a woman) and 5 substitutes. **PLAYERS MUST BE 18 YEARS OLD TO PARTICIPATE.** Any player under the age of 21 must call ahead to the bar they are playing at to make sure the bar owner is aware of their age. Bar owners have the right to refuse to allow players under the age of 21 **INTO THEIR BAR.** If the bar owner will not allow a player into their bar because of their age, the team must use a substitute.
3. **STARTING TIME** for all matches will be 8:00 p.m. Teams will be allowed a 20-minute grace period. At 20 minutes after the hour the team not present will forfeit one game. One game will be forfeited for every ten minutes up to three games. At 8:40 the match will be forfeited. If all members of the team are present at 8:00, the match should begin at that time. The grace period is not to be used for extra practice time. **Practicing is not allowed while you are currently engaged in a game. Practicing is not allowed on the game board once a match has been started. Practicing is allowed while you are sitting out during the match on an open board.**
4. The **COST OF PLAYING DARTS** will be:
 - 1) Sponsor fee of \$40.00 per team to be paid by the Sponsoring Bar by the sixth Week. **If the sponsoring bar does not pay the sponsor fee, it will become the responsibility of the team.**
 - 2) NDA sanction fee of \$8.00 per player per year to be taken from team winnings.. **This is a mandatory fee – all players must be members.**
 - 3) \$4.00 per player per night for the prize fund in addition to the quarters for 4 person divisions. Fees for 2 on 2 divisions and mixed trips will be \$5.00 per player per night in addition to the quarters. League fees must be put directly into the dart board and the match cannot start without league fees paid.
5. The **MAXIMUM TEAM AVERAGE FOR EACH DIVISION WILL BE:**
 Sanford Tuesday 10.5 mpr

Players who have never played C & M League but have an established mpr (minimum 24 league games) from another league will use their established mpr. A player who does not have an established mpr will establish their average after 3

weeks of play. **All new players and all players from another league will be looked at after 6 weeks to eliminate sandbagging.** If the new player's average is higher than the team estimated after 3 weeks and it puts the team over the maximum team average, **the team will have to reorganize or drop from the league. Adjustments will be made to the games won by the team for the weeks they played overrated after the players average is established. League management has the right to assign averages to players with known ability.** This rule does not apply to new players participating in Handicap Divisions. In a handicap division player's averages are updated weekly. These averages are used to determine the amount of handicap received by teams weekly. If a new player comes into a handicap division and he puts the team over the team cap, the machine will adjust the amount of handicap in each game to make both teams equal. However, after 3 weeks of play, if a new player on a handicap division has an average above the allowed average for the division, the player must be replaced.

TEAM CAPS- If a team is over the team cap by .44 any time after week 3 but before the 10th week then the team may be required to either restructure or drop out of the league if required by league management. If the team is using a player that has not played enough weeks to establish an average then the number of weeks may be extended to allow the minimum required weeks played by a new player. If a team drops then games played will stand for the first round only if the first round is completed. The number of weeks may be changed if there is a new player still trying to establish their average. If a team decides to or is required to restructure then they must follow the league starting team cap.

PLAYER AVERAGES- Players will maintain a book average as long as they are playing C&M leagues. Players may be removed after 3 years from the average book but can still be rated by C&M Darts under the "**players with known ability**" rule. Players who just substitute will not change until the required number of games are met. If a player plays multiple nights/divisions we will take the highest average from one division not an average of all of them. Averages will be pulled from the PPD data base twice a year to create our ratings book. Once pulled these are a static number and are for reference only.

SANDBAGGING WILL NO LONGER BE TOLERATED. Sandbagging is purposefully throwing lower than your ability to skew your average. If your team plays against a player that is sandbagging, you should file a written complaint with League Management, signed by all team members along with a brief description of the circumstances. After written complaints from three different teams in the division, League Management in coordination with the Rules Committee will monitor the player. If it is determined that the player is sandbagging, the player will be expelled from the division for the remainder of the season.

6. **DARTS** may not weigh more than 60 grams collectively.
7. **TEAM CAPTAINS ARE RESPONSIBLE FOR CHECKING THE DART MACHINE OR THE STANDINGS SECTION OF THE WEB PAGE WEEKLY** and notifying their team members of any changes. **Team Captains are also required to have all league members fill out a NDA sanction sheet with all the requested information and .put them into the slot in the side of the arachnid dart machine by the end of the 4th week of play.** Any changes in scheduling, team locations or any

pertinent information will be listed on the dart machines and the web page weekly. We will no longer print and mail weekly standing sheets to the bars – all information will be on the dart machines **and updated** each Saturday morning. Team captains are responsible for checking their rosters and notifying the League Secretary of any misspelled names or incorrect players.

8. **TEAM MONIES** are to be put directly into the dart machine before the match can start. The board will not allow you to start the match until the league fees are put in. All Arachnid dart machines have dollar bill acceptors and coin slots.
9. **NDA SANCTIONING** - All players must join the National Dart Association. Dues are \$8.00 per year and the sanctioning year runs from September 1st to August 31st. If you play on more than one night you only need to sanction once. If you are sanctioned through another league you need to submit your permanent NDA number to us. Substitute players must sanction after their third week of play. **Players will have their NDA fees deducted from their league fees. A substitute must be sanctioned after 3 weeks of play for one team.**
10. **THE DART MATCH WILL CONSIST OF THIRTEEN GAMES OR FIFTEEN GAMES.** The home team is responsible for filling out their roster first. The Player rotation format will determine the players for each game. **All team members will play the last game. THE ROSTER CANNOT BE CHANGED AFTER THE FIRST DART IS THROWN.** If you are missing a player at the start of the game you may play and “push off” for that player. If the missing player arrives, and you are playing Cricket, he may take his position and play the remainder of the games. If you are playing 301, the player must wait until the next game he is scheduled to play in. If you start the game with a substitute and your regular player arrives after the first dart is thrown you must play the match with your substitute. The home team is **must** set up their lineup first and then the visiting team.
11. **DEFAULT AVERAGES FOR HANDICAPPED DIVISIONS:** Players that are being added to handicap divisions that do not have a book average will use the following default averages:
TUESDAY OPEN: men 2.5 mpr and 25 ppd and women use 1.8 mpr and 20 ppd

SANFORD TUESDAY OPEN DIVISION will be playing 4 games of 501 single in/ single out with a 50 point bulls eye, 7 games of Cricket, 2 games of 501 single in/ single out with a 50 point bulls eye. **The default averages for players without an average in the rating book will be 2.5 for men or 1.8 for women in Cricket, 25 for men and 20 for women in 501 when setting up the machine.** The handicaps will then be figured automatically for the remainder of the games.

THE LAST GAME IN ALL MATCHES WILL BE PLAYED BY THE ROTATION ON THE SCORE SHEET, YOU NO LONGER WILL FLIP OR DIDDLE AND THE HOME TEAM WILL ALWAYS START LAST GAME.
12. **IN THE EVENT YOU HAVE TO PLAY THE MATCH WITH 3 PLAYERS,** you should set up your roster by entering the missing player as ghost using the add a player feature. This indicates to us that you were playing with a ghost and all feats are invalid. In handicap divisions you should enter the ghost player using the default

averages for your division. **2 on 2 Teams may not play with one player, a forfeit must be turned in.**

- 13. 301 “151” RULE-** If you are missing a player in 301 you may play using the 151 rule. When the machine is displaying the missing players score, manually score three double bulls to reduce the missing players score to 151. Push the player change button to advance the game to the next player. Push off for the missing player the remainder of the game. The partner of the missing player may take the game out if they are not frozen. In 501 games you should reduce the score to 251. **The 151 rule only applies to divisions with 4 person teams and does not apply to the last game. In the last game you must push off for the missing player.**

301 AND 501 MASTERS OUT CAN ONLY BE TAKEN OUT WITH A TRIPLE SEGMENT, DOUBLE SEGMENT OR DOUBLE BULL. In 301 masters out the Arachnid machine will allow a single bull out, C&M Dart League rules do not. **If you take the game out on a single bull, even by accident, you will lose the game.**

- 15. 301 AND 501 FREEZE RULE-** If you score your out number in a 301 or 501 game while you are frozen, **YOU WILL LOSE THE GAME.** You are frozen when your partner’s score is larger than the sum of the opponents score.
- 16. SUBSTITUTES-** you can have up to six substitutes on your roster to use during the course of the season. All substitutes must be on your roster by the end of the 14th week of play. Substitutes may be added by filling out the roster change form or by notifying the league secretary. When using a substitute, enter that players name by using the “enter a sub” feature. You can now enter up to plenty of digits and you must put the first and last full name. Nicknames will not be allowed for a new entry at the dartboard and if not entered properly then the match will not count and must be replayed! **Fill out the roster change form indicating the correct spelling of the player’s full name. Drop into slot on side of Arachnid dart board.** Check the average of the substitute you are planning to use to ensure that they do not put you over the team cap. Mixed divisions must substitute a male for a male and a female for a female. **Any substitute that has played at least 6 weeks of the current league season in another division will use the current league average or the book average whichever is higher –for determining legal team caps. If a player has a beginning season book average of 2.0 and has played 6 weeks of the current season and has an average of 2.4 – you must use the 2.4 or current average to determine if you can use this substitute. If the substitute plays multiple leagues in a season you will use the highest average or book average whichever is highest.**
Substitutes that have no average may not play after week 14 unless they have played at least 3 games within the first 14 weeks. League management may override this rule if deemed necessary.
- 17. ILLEGAL SUBSTITUTES –** Any substitute that has a current book average that puts a team over the allowed limit is an illegal substitute. If you think the opposing team is using an illegal sub that puts them over the team cap you should notify League management within 24 hours of the conclusion of the match. If League Management determines that the substitute is illegal the score of the match will be adjusted. Any substitute that is not on your roster by the end of the 14th week is an

illegal substitute. If you think the opposing team is using an illegal sub you should check the roster for that players name. Notify the opposing team captain and League Management that you think the substitute is illegal. If League Management determines that the substitute is illegal the score of the match will be adjusted. League management may override this rule if deemed necessary.

League management may also catch illegal subs when the sub causes the team to be overrated.

There will be **NO FLOATING SUBSTITUTES ALLOWED**. Once you have substituted for a team you may not substitute for another team in the same division. **You cannot play for 2 teams on the same night at the same time.**

18. FIGHTING OR DAMAGING THE DART MACHINE WILL RESULT IN IMMEDIATE EXPULSION FROM THE LEAGUE – NO EXCEPTIONS. Aggressive behavior will no longer be tolerated. This behavior may include verbal as well as physical behavior. This rule is in place not only during league but any C&M Darts function including, but not limited to, league play and post season events.

League play- includes traditional traveling, in house, PPD remote and any other type of league associated to C&M Darts.

Tournaments- SBT tournaments, Sharpshooter events, banquets, and any other events that play is allowed because of C&M Dart affiliation

Punishment, if deemed necessary, is as follows for Verbal or any non-physical offense including disruption of other league matches

1st Offense- Probation for remainder of current season or if between seasons then this will be applied to upcoming season.

2nd Offense(during probation)- Expulsion for remainder of current season or if between seasons then this will be applied to upcoming season also including, but not limited to, SBT tournaments, Sharpshooter events, banquets, and any other events that play is allowed because of C&M Dart affiliation

Punishment, if deemed necessary, is as follows for Physical offenses

1st Offense- Expulsion for all C&M Dart play including, but not limited to, league play, SBT tournaments, Sharpshooter events, banquets, and any other events that play is allowed because of C&M Dart affiliation for the remainder of current season or if between seasons then this will be applied to upcoming season.

2nd Offense- Expulsion for 1 year from all C&M Dart affiliated events including the PPD TOC tournament.

All cases will be investigated by C&M Darts and punishment will be handed out based on findings from investigation. Punishments may be handed down to ALL parties involved if deemed necessary

19. IF A PLAYER IS CAUGHT PLAYING UNDER SOMEONE ELSE'S NAME THE TEAM WILL FORFEIT ALL GAMES OF THE MATCH. If you suspect someone is playing under an assumed name ask to see his ID. If the player does not have an ID and no one can vouch for this identity, the player will lose every game he plays in. The player must be caught before the end of the match.

20. REMOTE HYBRID LEAGUES. Travelling leagues have the option of having teams from outside the traditional area play remotely. In a case of this when you are to

play one of these remote teams, you will go to your home bar and set up “Remote League Play” instead of the traditional league play. It will ask for the local team first so you pick your team and then it will ask if you are home or away. Choose this option according to the schedule. Please make sure you are in contact with these teams either by phone or preferably by text. It is recommended to plan ahead with them when to take breaks. The most popular option in remote leagues are breaks after games 5 & 10 but this is just a suggestion.

- 21. FORFEITS-** Both teams must pay for forfeits. Forfeit wins are 10 wins and 3 losses per match for 13 games Divisions and 11 wins and 4 losses for 15 game Division, for the team receiving the forfeit wins. **Forfeiting teams receive 13/15 losses and no wins!** Forfeits must be entered into the machine on the night of the forfeited match. To enter a forfeit you need to start setting up your match. You will put your team as home team and enter your league fees. Then enter your team again as the visiting team and it will ask if this is a forfeit. Then choose “yes, this is a forfeit match”. Any forfeits not paid for will be deducted from end of season winnings. Any team that forfeits excessively will be dropped from the league. **Any team that forfeits the last 2 weeks of the season will be dropped. Dropped teams will forfeit all money and prizes. Forfeits that are not turned in and posted before the last week of the season will not be posted and will be considered a non played match.**
- 22. BYES –** Some Divisions may start the season with a Bye – a missing team. If a division begins the season with a bye, League Management has 4 weeks to find a team to take the bye. If a team is found in the allotted time, make-up games **must be scheduled. All make-up games must be played BEFORE THE last two weeks of the season.** If a team should drop out of a division, League Management has 2 weeks to fill the slot and the incoming team will assume the points of the team that has dropped. If a team is not found in 2 weeks, **teams scheduled to play the dropped team will receive a bye and all scores for the matches the dropped team has played that round will be zeroed out.** If your team has a bye you do not play, you do not pay and your standings do not change. **If a bye in a division creates an uneven number of games played – the standings will be determined by Team Win%. The Win% is calculated by games won divided by games played.**
- 23. RESCHEDULES-** Matches may be rescheduled. Matches may be played in advance of the scheduled date. If a team calls for a reschedule **4** hours in advance the reschedule must be allowed. Any other reschedules will be at the discretion of the Team Captain. Rescheduled matches must be played within two weeks of the original match date unless you have prior approval from the league coordinator. Any reschedules not played in the allotted time will be put in as a forfeit for both teams. The match can still be made up and forfeit reversed as long as it is done before the 16th week of league. After this time it cannot be changed and will remain as a double forfeit. Reschedules in the last two weeks of the season are not allowed, matches must be played ahead or subs need to be used. **Rescheduled matches are allowed in week 15 and 16, however, they must be played within one week.** When calling for a reschedule – you must contact the opposing team captain. Bar owners, bartenders or the bar itself do not count. Teams may only have 2 outstanding rescheduled matches. **Rescheduled matches will be played at the location they were originally scheduled at.**

- 24. ALL MATCHES MUST BE PLAYED AT THE SCHEDULED LOCATION-** Any match played at a location other than the scheduled location will not be accepted. No scores will be posted. You must play your match at the scheduled location to receive credit for your scores. If a location is to close during the season, regular or playoffs, the home team may choose a new location for their home matches.
- 25. HARASSMENT OR MISCONDUCT ON THE PART OF PLAYERS WILL NOT BE TOLERATED.** If you feel another team or another player's conduct is harassing or inappropriate, you should notify the team captain of the offending team or player. If the behavior continues you should warn them that if they continue you will be forced to file a complaint. Complaints must be filed with the League Coordinator. Any team or player who has three complaints filed against them during the course of the season will be expelled from the League.
- 26. FIGHTING OR DAMAGING THE DART MACHINE WILL RESULT IN IMMEDIATE EXPULSION FROM THE LEAGUE – NO EXCEPTIONS.** In the event of a fight, the player throwing the first punch will be expelled from the League.
- 27. COACHING AT THE THROW LINE WILL NOT BE ALLOWED. COACHING BY ANYONE OTHER THAN A TEAM MEMBER IS NOT ALLOWED.** Players are allowed to coach other players on their team, but the coaching must be done before the player sets up at the throw line. A player is allowed to step back from the line to consult with other team members. Teams will be allowed one warning on coaching. If the coaching continues, the player receiving the coaching will **lose their next turn.**
- 28.** Any player that has been barred from a bar they are scheduled to play in must call and ask permission to enter the bar. **If permission is denied, a substitute must be used.**
- 29. FOOT FOULS-** Players are allowed to stand on or behind the foul line. Both feet must be behind the line when the dart hits the board. Both teams must witness foot fouls. Players will be given one warning. The second time a player has a foot foul he will lose his next turn.
- 30. SCORING –** The score recorded by the machine is the score the player receives. The player accepts that **“THE MACHINE IS ALWAYS RIGHT.”** The only exception is the last or winning dart. If a player needs an 18 to go out and his dart sticks in the 18 but does not score, the player will be credited with the win. This rule only applies to single darts and not combinations of darts. If the machine shows “stuck Segment” than this dart may be scored manually but it is the player's responsibility to make sure the opposing team sees the stuck segment message. **If a dart shows “??” but the dart sticks this may be backed up and manually score but only if the dart is stuck in the board.** Any other dart that sticks but does not score **may not be scored manually.**
- 31.** The Arachnid dart board has a backup feature which will allow teams to fix mistakes in certain situations. You may backup up to 8 darts to correct mistakes. **ONCE A GAME IS OVER YOU CANNOT BACKUP.** To use this

feature you hit the up arrow button and it will give you the option to back up one dart. You may do this up to 8 times per game.

32. THE BACKUP FEATURE IS ONLY ALLOWED FOR THE FOLLOWING SITUATIONS:

If a player throws while the machine is displaying **HIS OPPONENTS NUMBER:** You may use the backup feature

If a player throws while the machine is displaying **HIS PARTNERS NUMBER:** You may use the backup feature

If the **WRONG PLAYER STARTS THE GAME:** You may use the backup feature

Any player that takes the game out while throwing out of turn will lose that game. If a player shoots out of turn you must call the foul at the time it occurs. You may not wait until the game is over to call the foul and force loss of the game.

If the machine displays a stuck dart message, you should pull the stuck dart and let the machine score the stuck dart. If it does not score the stuck dart you may score it manually. This is a dart thrown, you may not throw the dart over.

If a dart shows “??” but the dart sticks this may be backed up and manually score but only if the dart is stuck in the board.

33. There is no automatic player change allowed on the Arachnid dart boards, you are required to push the button! MAKE SURE THE “REMOVE DARTS” MESSAGE IS DISPLAYED BEFORE YOU PULL YOUR DARTS. There is now a “shot clock” for every players turn. It gives you 45 seconds to throw each dart. If at any time the clock runs down to zero you will lose all remaining darts.

34. ROUND LIMITS - The dart machines have a limit of rounds for each game. If your game is not completed in the allotted rounds the machine will end the game and declare the winning team.

35. THE HOME TEAM WILL CHOOSE THE DART MACHINE THAT THE MATCH WILL BE PLAYED ON. Home teams will relinquish this board to the opposing team at or around 7:40 and allow them to practice before the match begins. **Once the match has started, no practicing is allowed on the game board. If home team is not present at 7:50 then the visiting team picks the board that the match will be played on.**

36. DART TEAMS THAT PLAY IN BARS THAT HAVE TOURNAMENTS AT THE SAME TIME AS LEAGUE ARE ASKED TO REFRAIN FROM PLAYING IN BOTH. If a dart player is playing in a tournament and dart league at the same time, the player has 5 minutes to report to the board to play his league game. If the player is

not at the board in 5 minutes the game will begin without him and his partner must push off for his turn.

- 37. PLAYOFFS** – The top 4 teams from each division will qualify for the playoffs. Playoffs will begin the week after the last week of the season. You will play teams from another division in the first week of the playoffs. Substitutes may be used in the Playoffs only if they were on your roster before the 14th week and have an established average. **In the event that two teams are tied at the end of the 18-week season, a tiebreaker will be played to determine playoff positions. Best record of the two teams will determine the home bar for tiebreakers. Third and 4th place team ties will be decided by the season average.**

**Divisions with less than 8 teams will only play for trophies and plaques
Not additional money.**

Playoff packets are delivered to the sponsoring bar on Friday of the 18th week. Each packet contains your schedule, rules and rosters for each team. **There are no reschedules in the playoffs. If you cannot play on the night you are scheduled you will forfeit.**

Three division finals will be determined by a round robin event where one team is eliminated. The remaining two teams will play the following week for 1st and 2nd overall.

- 38. AWARD PINS-** Pins will only be awarded to those players who are members of the National Dart Association. Pins are counted and ordered at the end of the 16th week. You may not receive pins for any feats achieved after the 16th week at the time of the banquet.

- 39. PAY OUT SCHEDULE - Pay out for 4 person divisions-** Each team pays \$16.00 per match for a total of \$32.00 per match played. Each team receives:

\$1.40 each team wins	\$1.30 each team win
.40 each team loss	.20 each team loss
.66 play off fund	.60 play off fund

\$2.46 per game x 13 games = \$31.98 \$2.13 per game x 15 games = \$31.95

The extra cents per match will be used for league expenses

Pay out for 2 on 2 divisions - Each team pays \$10.00 per match for a total of \$20.00 per match played. Each team receives:

\$1.00 each team wins	.80 each team win
.13 each team loss	.13 each team loss
.40 playoff fund	.40 playoff fund

\$1.53 per game x 13 games = \$19.89 \$1.33 per game X15 Games = \$19.95

The extra cents per match will be used for league expenses

PAY OUT SCHEDULE - Pay out for 3 person divisions- Each team pays \$15.00 per match for a total of \$30.00 per match played. Each team receives:

\$1.40 each team wins	\$1.25 each team win
.40 each team loss	.22 each team loss
.50 play off fund	.51 play off fund

\$2.30 per game x 13 games = \$29.90 \$1.98 per game x 15 games =29.70

Prize money is awarded at the banquet. Prize money may not be picked up before the banquet. Team captains must sign for the prize money. If the team captain is not available 2 members from the team may pick up the money. If you cannot attend the banquet, make arrangements to pick up your money at the office after the banquet. Prize money not picked up within 60 days will be returned to the prize fund.

- 40. TOP GUN AWARDS.** Players from each division will be recognized for the individual achievements during the season. Players must have played a minimum of 75% of regular season play to qualify for Top Gun Awards.
- 41.** League management has the right to allow exceptions to any of the above rules if deemed necessary.

RULES COMMITTEE MEMBERS:

**Graeme Dutton
Patty Arden**

**Steve Scheinholtz
Shawn Phelps**

**Fred Tupper
R.C. Davis**

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ALWAYS USE GOOD SPORTSMANSHIP!!

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