C&M DART LEAGUE RULES

January 2022

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.

With all the different league and tournament options now available there has to be an order of priority! C&M dart leagues take precedence over all other remote leagues as well as remote tournaments. The order of precedence is as follows:
C&M Dart Leagues
PPD/TOC Remote Leagues
Any type of remote tournaments e.g. DRT's, RDT's, etc.

REMOTE PLAY INFO:
- You should get to your location early and make sure the boards are online.
- You are required to make contact with the opposing team captain at least 30 minutes prior to game start time
- Make sure cameras are working. Play a practice game and you should see both cameras operating.

1. 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.

2. **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.** Forfeits can not be forced on a team if the match is being played remotely and there is an internet connection issue. All efforts should be tried to get boards back online but if unable than this should be turned into a rescheduled match.

3. 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.

4.   The **MAXIMUM TEAM AVERAGE FOR EACH DIVISION WILL BE:**

Monday 4 person	8.2 MPR Cap
Monday Doubles	80 Cap
	120 Cap
Wednesday Doubles	140 Cap
Friday Mixed Doubles	100 Cap
Sanford Tuesday 4 person	10.5 MPR Cap

There is no single player cap for any division

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.

5. **Capped League Break-Out Rule:**
   TEAM CAPS- For leagues using an MPR cap then they will use the .44 rule. For teams using a PR cap they will use the 25% rule.
   MPR-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.
   PR CAP- any time after week 3 but before the 14th week then the team may be required to either restructure or drop out of the league if required by league management.

6. **PLAYER AVERAGES**- Players will maintain a book average as long as they are playing C&M leagues as well as PPD remote leagues. 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 (Best Known Stats) which can be found @ www.dartstoc.com

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.

7. **DARTS** may not weigh more than 60 grams collectively.

8. **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.**
Any changes in scheduling, team locations or any pertinent information will be listed on the dart machines and the web page weekly. Team captains are responsible for checking their rosters and notifying the League Secretary of any misspelled names or incorrect players.

9. **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.

10. **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.**

11. **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 **must** set up their lineup first and then the visiting team.

12. **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:

men 2.3 mpr and 23 ppd and women use 1.8 mpr and 18 ppd

The Player rotation will determine the players participating in each game and the machine will display the handicap when the game begins. New players must be added using "enter a substitute" feature. New players will be given a default average for the first week. After the first week their player average will be used. **When adding a substitute, you must enter that players average or the default of men 2.3 mpr and 23 ppd and women use 1.8 mpr and 18 ppd** when setting up the machine. The handicaps will then be figured automatically for the remainder of the games. If the new sub is known to be better than starting average then a more accurate average should be added. All leagues are handicapped.

Doubles will be playing 4 games of 501 freeze single in/ single out with a fat bull, 8 games of Cricket, 3 games of 501 single score.

The 80 Cap division will be playing 2 games of 501 single in/ single out with a fat bull, 8 games of Cricket, 3 games of 501 single score (13 games total)

SANFORD TUEDSAY 4 PERSON 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 will be men 2.3 mpr and 23 ppd and women use 1.8 mpr and 18 ppd when setting up the machine.** The handicaps will then be figured automatically for the remainder of the games.

MONDAY 4 PERSON CRICKET TEAMS will be playing 13 games of Cricket

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.

13. **IN THE EVENT YOU HAVE TO PLAY THE MATCH WITH A MISSING PLAYER**, you should set up your roster by entering the missing player and they may be able to play in the next game after their arrival. If the need for a "ghost" is required use the add a player feature with the default averages. This indicates to us that you were playing with a ghost and all feats are invalid.

14. **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.**

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 both opponents score. The board will not tell you if you are frozen!

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 before the last 3 weeks of play. Substitutes may be added 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! 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. Player averages can be found at www.dartstoc.com under "Best Known Stats" tab. Substitutes that have no average may not play after week 16 unless they have played 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.

Substitutes are allowed to play for more than one team in a division. Original team members can not be subs for other teams. **You cannot play for 2 teams on the same night at the same time.**

15. **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 including all PPD remote events
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

16. **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.

17. **REMOTE HYBRID LEAGUES.** Travelling leagues have the option of having teams play remotely.

    When you're at the board, select "<u>LEAGUE MODE</u>", then "PLAY LEAGUE". Choose your league, then select "YES BOTH CAMERAS WORK".
    If both cameras are not working, exit league mode & update the board by repeatedly tapping the triple 20 segment on the board. After the update screen comes up & completes, go back into setup.
    Choose your team, Choose Home or Away (On schedule)
    Choose your opponent.
    Choose "LOCAL" if your opponent is at you at your location.
    Choose "REMOTE" if your opponent is at a different location, playing remotely 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. Breaks are not allowed for 4 person leagues.

18. **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. **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. Teams that drop out before the end of the season will forfeit all money and prizes. Forfeits can not be forced on a team if the match is being played remotely and there is an internet connection issue. All efforts should be tried to get boards back online but if unable than this should be turned into a rescheduled match.

19. **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 in the current round of the schedule 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.**

20. **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. 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. There will be 2 make-up weeks, one in the middle of the season and one at the end. These may be used for makeups or playing ahead.

21. **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. This may be overruled by league management but for extreme cases only.

22. **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.

23. **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.

24. 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.**

25. **FOOT FOULS-** Players are allowed to stand on or behind the foul line. On a thrown dart, the dart must make contact with the board before the players foot makes contact with the floor in front of the throw line or a foul is committed. 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.

26. **SCORING –**
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.**

THE BACKUP FEATURE IS ONLY ALLOWED FOR THE FOLLOWING SITUATIONS:

-Miss-scored dart: Do not remove darts from the board. If the dart falls out of the board or is removed, it is too late. Corrections can not be made. Pause the game – Call Opponents – Take Picture of Darts – Wait for approval – Backup & Re-score the mis-scored dart by tapping in by the flight. If your opponents do not give approval, keep track of all communication along with picture proof of your darts. Call our office at 407-478-3250 so admin can review the following business day.

-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.. Any dart that sticks but does not score **may be scored manually.**

-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.

Boards automatically change players so don't hesitate to pull your darts. 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.**

27. **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.

28. **THE HOME TEAM WILL CHOOSE THE DART MACHINE THAT THE MATCH WILL BE PLAYED ON(if not playing remotely).** 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.**

29. **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.

30. **PLAYOFFS –** There will be NO playoffs for the season. Bonuses will be given to top 3 finishing teams in division with 6+ teams and top 2 spots with less than 6 teams. Sanford Tuesday Open will have playoffs as long as there are 6 or more teams in the division

31. **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.

32. **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 Bonus Pool	**.60 Bonus Pool**
$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 Bonus Pool	**.40 Bonus Pool**
$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

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.

33. League management has the right to allow exceptions to any of the above rules if deemed necessary.

REMEMBER DARTS ARE FUN !!!
ALWAYS USE GOOD SPORTSMANSHIP!!

WWW.CMDARTS.COM
C&M DARTS OFFICE   407-478-3250
C&M DARTS PAGER   407-210-3456 option 3
E- MAIL – LEAGUES@CMDARTS.COM *or* TUPPER@CMDARTS.COM