



General Rules

- Freeze Rule- in a '01 game with 4 scores, when one team reaches 0 the team with the lowest combined score or the team that took out the game in the case of a tie wins.
- Cricket is always played with a Split Bull (25/50).
- '01 games are based on a Full (50 point) Bull, unless otherwise noted.
- Darts may not exceed 60 grams in weight (this includes the barrel, shaft & tip) per set.
- Players are responsible to throw only on their turn.
- Playing partners may coach teammates.
- A team consists of a minimum of four members.
 - Each Team will have a captain.
- Doubles: A Doubles team consists of 2 members (male, female or mixed).
 - Each Doubles team will have a captain.

League Fees

Individual league fees should be determined by the league coordinator and players. This information should be decided upon before any play has begun. An average league today charges \$10.00 per player for each night of play that is put into a "Pot" for division at the end of the season.

Byes

When a league has a BYE, a team with a bye receives 0 wins and team fees are not required.

Team Captain Responsibilities

- **Team Captains...** are responsible for their team adhering to all league rules. Captains must make available to league officials: their contact information and agree to allow this information to be distributed among the other team captains in the league for the purpose of assisting in rescheduling missed matches, and other common communication needs etc. When choosing their team, team captains must assess all potential players for dedication to play and pay. By submitting a team at time of registration, team captains

accept responsibility for collecting team fees and setting up each league match. The Team Captain's responsibilities include but are not limited to:

- Verification of members points per dart averages and marks per round.
- Collecting fees as required
- Distributing important League information
- Having the team at the appointed place and on time
- Overseeing the team during matches and ensuring all rules concerning etiquette and sportsmanship are observed.
- When requested, post League information at the home location.

Rosters and Subs

Substitutes... Subs are limited to 2 on a team per match. A sub may be selected from originally listed subs on the team roster. New subs may be used except for the last two weeks of league and play-off matches.

Age Requirements... All players should be at least 21 years of age to play in league. If under 21, players must have prior approval from the location involved in the league.

Illegal Players... If a player is found to have played illegally in a match, all games that the illegal player participated in are subject to forfeiture at league discretion OR the match may be subject to a replay after investigation by league officials.

Exceptions... Certain exception can be made during league season and or matches. It is up to the League Coordinator and he/she will have the final determination.

- **Substitutions – No subs are ever allowed in singles leagues.**

Start Times

- If the league has a specific start time, players are expected to be ready to play at that time. If you are going to be late or cannot make it, please call your opponent, and let them know as soon as possible. Players will have the option to reschedule if one of the player(s) is going to be late and does not want to wait. If the player contacts their opponent, there will be no forfeit. However, failure to notify your opponent if you are going to be late or not make it at all within 30 minutes after scheduled start time will result in match forfeit.
- If a team is waiting for one player they can have that player shoot last. If he/she doesn't show by their turn it must be skipped
- If the league is a play anywhere at any time league(FLEX), the above rule applies to the agreed upon starting time. If a player cannot make it on time to the agreed upon starting time, they must contact their opponent 15 minutes after agreed upon start time. If no contact is made by then, then the match is a forfeit.

- Work, life, stuff happens, but please be courteous of your opponents who may have traveled a long distance or rearranged plans to play a match and do your best to stick to the agreed upon start times.
- All efforts must be made to get a match concluded, even when it is started late. When there are problems, play the match then report details of the situation to your local league coordinator and work with league officials help to decide how best to resolve any conflict.
- **Delay of Match...** Any unnecessary delay of match or intentional stalling constitutes a foul. Non-offending team shall report any problems to their local league coordinator to initiate possible disciplinary action. Reasonable time between shooters is 1-3 minutes.

Scheduling/Rescheduling Matches

- **Game Postponement:** If a match is mutually postponed, The Captains must contact JKH Vending.
 - Phone: 412-977-9766
 - Email: jim@jkhvending.com
- If you are in an “in-house” league with a set location and starting time each week, you will be given a schedule and expected to follow the schedule. Matches can be rescheduled but they must be played at the “in-house” location. Locations pay a fee for an “in-house” league so all matches must be played at that location.
- If you are in a traveling league (i.e., home team’s bar will host) where there are multiple locations, matches must be played at the location it is scheduled for. You can reschedule a match, but you still must play it at the location that it was originally scheduled at. Again, the location paid a fee to host a specific number of matches so you must play the match where it was scheduled.
- If you are in a play anywhere, anytime league(FLEX) you will be given a schedule at the beginning of the season that will act as a guide. While it is preferred that you get in one match a week against an opponent as scheduled, you do not necessarily have to follow the schedule week to week. Players will contact each other and set up dates, times, and locations to play their matches. So, play anyone you can at any time you can. You will be given a certain time frame to complete all your matches. Any matches not completed by the end of the season will not be counted in the standings. If a player or players is having difficulty coming to an agreement on when and where to play a match, contact the JKH Vending staff for assistance.
- In playing anywhere, anytime leagues common sense and courtesy is expected of the players. If you live far away from everyone else, you should not expect everyone to drive to you to play all your matches. A compromise should be made, if you play a person twice then they come to you once and you go to them once. Or meet in the middle both times. Each match will have a designated “home” and “away” but being home does not mean you can point blank say where the match will be played. You must work it out between players. If compromise and working well with others is not something you do well, then you probably shouldn’t play this type of league.

Fouls, Errors, Solutions

Throw Line...All Galaxy games have foul lines positioned eight feet from board face. Players throw from behind the foul line. Players are allowed to lean across the foul line with their trail foot, as long as their trail foot does not touch the floor before the dart scores.

Unthrowing darts or Flighting A Dart...A dart thrown that sticks, but does not score or appear on the darts thrown count on the monitor due to a game malfunction may be scored manually by agreement of both team Captains. A dart that “flights” another dart as it goes in is left scored as the board decides. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by unthrowing the dart and backing up the machine using the recall feature.

Players Shooting On Opponents Turn...It is each player's responsibility to see that the machine is displaying the player's name and the “throw darts” is displayed prior to throwing a dart. Darts thrown prematurely can be lost. Or the dart can be manually scored after contacting the other team to explain what you need to do.

Shooting On A Teammates Turn... When a player throws while the machine is displaying the name of the player's partner: A) If caught soon enough, contact the other team and back up the game to allow the correct player to throw. B) If not caught soon enough, that team loses the next player's turn in line. They will push the player change button after the correct player as identified by the game.

HANDICAP SYSTEM

If the league is designated as handicapped, league handicaps MUST be used every match. When new players are added, their handicap for their first appearance, if not on record, will be entered as 1.5/15.00. A player's handicap will be equal to their average of their last played season. After two (2) weeks their handicap will adjust to their current average for the respective season. *The Handicapped system is subject to change per season and may not be reflected by this statement and used as a guideline.*

Conduct During League Play

Player Etiquette & Good Sportsmanship...Players are required to always conduct themselves in a positive manner. Misguided competitiveness is not an excuse! Drinking is not an excuse! Please be especially considerate if the match is played remotely which in and of itself can create extra concerns, uncertainties and or potential for adding unwanted stress. Work with the other team to resolve a problem as quickly and reasonably as possible. Be prepared to throw when it's your turn. Do not delay the match for any reason – there is a 10 minute timeout feature when playing.

The following shall be always observed during League play:

- Evidence of unsportsmanlike conduct by any member shall be considered just cause for expulsion from the League.

- Heckling or harassment of members of other teams while they are throwing shall be considered just cause for penalizing the offenders.
- The repeated use of foul or insulting language, and/or resorting to physical violence shall be considered just cause for penalizing the offenders.
- A member must be in good standing with the League and the location in which the match is scheduled.
- If any physical violence occurs, the player(s) or team(s) responsible may be expelled from the league and forfeit all monies paid.
- Any player(s) or team(s) abusing equipment, showing poor sportsmanship or unethical conduct may be grounds for the forfeit of the game, a match, or expulsion from the league.
- Persons damaging private property during a dart match are legally responsible for that damage.

JKH Vending reserves the right to refuse player(s) into the league for any but not limited to the above violations, or if monies are owed from previous leagues and/or tournaments.

JKH Vending is not responsible for any typo, misinterpretation of any of the above rules or statements.