

# ABRAHAM AMUSEMENT DART LEAGUE

## ENGLISH MARK DARTS RULES & REGULATIONS

FOR STATS: [www.abrahamamusement.com](http://www.abrahamamusement.com)

1. The games played will be: Mon. Remote 3 Person Handicap Combo, Tues. Women's 2 Person Handicap Combo, Tues. 4 Person Handicap Combo, Wed. 4 Person 301 Handicap, Wed. 4 Person Open Combo, Thurs. 3 Person Handicap Mixed Cricket.
2. Players may use their own darts, as long as they are unaltered factory issued darts and do not exceed **8 inches** in length and **20 grams** in weight. Otherwise, bar darts will be provided by each establishment.
3. All games shall have a foul line positioned 96 inches from the line on the side of the machine (96 inches horizontally from the face of the dart board). Players throw from behind the foul line. Players will be allowed to lean across the foul line with the trail foot, as long as the trail foot does not touch the floor before the dart scores.
4. The dartboard the match will be played on needs to be available, to everyone playing in that night's match, no later than 7:15 PM.
5. In the event of an absent player, any person may be taken from the bar to play the match. If the team member shows-up while the match is still being played, he/she must play in the next game. The player from the bar must sit down & let the other player play. Games may also be played with one, two, or three players by skipping the player's turn that is not there. The total entry fee must be included even if you are short players (\$6.00 per person).
6. A player may sub on only 2 different teams in the same league. Once a player has subbed for a team twice they are committed to that team and cannot play for another. A sub still has to play 3 weeks with their playoff team to be qualified for playoffs. Bud Combo League players must play in ½ of the scheduled matches to be eligible.
7. Teams will get 1 point per win.
8. Each team will play all other teams at least once, schedule permitting. Scheduling is subject to Abraham Amusement discretion.
9. **Game time is 7:30 PM!!** Teams will have 15 minutes (regular time) to show. At that time, the team has the option to wait for the opposing team to show -up or take wins for the forfeit. To receive a forfeit, contact **Abraham Amusement** the morning after the match. You do not have to do anything to the dartboard. Any player arriving after 7:30 PM must play their game immediately when called. Players can practice on any board until they throw their first dart of the match. There is no practicing allowed on any board after that. If you want to warm up the time to do it is before the match starts.

10. **EVERYTHING POSSIBLE SHOULD BE DONE TO AVOID HAVING TO RESCHEDULE A MATCH.** In case of extenuating circumstances, play can be made-up if the teams make arrangements 3 hours in advance prior to the match. If a team postpones a match in less than the allowed 3 hours due to the weather or extenuating circumstances, the committee can decide on a forfeit or a replay of the match. **In ALL circumstances, any team wanting to postpone a match, immediately AFTER making arrangements with the other team, MUST call Abraham Amusement (309-689-0844) and inform us of the postponement.**
  
11. **All teams will have 14 days to set a date to make-up the match. ANY MATCH THAT HAS NOT BEEN RESCHEDULED AFTER THE 14 DAYS WILL RESULT IN ZERO WINS FOR BOTH TEAMS.** When the make-up date has been set notify Abraham Amusement. **MATCHES ARE NOT OFFICIALLY RESCHEDULED UNTIL ABRAHAM'S HAS BEEN NOTIFIED.** If either team is having a problem setting the make-up date contact Abraham Amusement & we will set the date for the match.
  
12. Sub Rule: See Separate Insert.
  
13. **ALL PLAYERS WILL PAY \$6.00 PER WEEK FOR DART DUES. IN THE CASE OF A SUB, ONE OF THE REGULAR PLAYERS ON THE TEAM MUST PAY FOR THE ABSENT PLAYER.**
  
14. Bars will not charge a cover to Dart Players during League Play.
  
15. NO kibitzing or harassment from players or spectators will be tolerated.
  
16. No foul or abusive language will be tolerated.
  
17. If there is any physical violence, **THE PLAYER OR TEAM** will be expelled from the League and forfeit all points and money paid.
  
18. **ABUSE OF EQUIPMENT, POOR SPORTSMANSHIP, OR UNETHICAL CONDUCT MAY BE GROUNDS FOR FORFEITURE OF A GAME, MATCH OR EXPULSION FROM THE LEAGUE. PLEASE REPORT ALL INSTANCES SO THEY CAN BE DOCUMENTED AND THE OFFENDING PERSON(S) CAN BE DEALT WITH.**
  
19. It is EACH PLAYER'S responsibility to see that the machine is displaying that player's number prior to throwing any darts. If a player throws when the machine is displaying an opponent's number, the opponent has the option of accepting that score and allowing play to continue, OR, resetting the machine to the players number who originally threw on the wrong number and then continuing the play. **EXAMPLE:** Player three mistakenly throws on player four. Player four can accept the score and the game moves to player one. The result being that player three has lost the opportunity to score in that round. **OR:** Player four can reset the game to player three. Player three throws. The game moves to player four. The result being that four has received a double scoring opportunity in the round.

20. If, in team play, a player throws when the machine is displaying the number of that player's partner, each player on that team loses one turn immediately. Make sure it is your turn before throwing. \*If at all possible, back the board up to correct any errors.
21. A dart thrown that sticks but does not score may Be manually scored If Both Teams Playing Agree
22. If the machine isn't working properly, the two Team Captains will decide whether to play, call a service man (309-689-0844), or make-up the game.
23. There will be a \$40.00 Sponsor Fee for each team, payable the first night of league play.
24. \*\*If a Team drops out of any session then signs up the following session, the bar will be assessed a \$50.00 forfeit fee in addition to the sponsor fee, if team forfeits one match, the bar will get \$25.00 back. If team forfeits twice the bar loses all forfeit fees and the team loses all money for that session. Any teams that forfeits will be assessed a \$48.00 forfeit fee that will be taken from their prize money.
25. Prize money will be paid on a percentage basis. Total team points determine team standings.
26. All ties at the end of the season for playoff seedings will be decided by the head-to-head matches. WE WILL TOTAL THE WINS IN THE MATCHES BETWEEN THE TIED TEAMS. THE TEAM WITH THE MOST WINS WILL BE THE HIGHER SEED IN THE PLAYOFFS. **IF THERE IS STILL A TIE, THE CAPTAINS WILL PLAY ROCK, PAPER, SCISSORS BEST OF 3.**
27. First & Second place teams will receive Sponsor Plaques. The Championship Team in the playoffs will receive a Sponsor Plaque. If the same team wins a plaque in the League and Playoffs, the team will receive one Sponsor Plaque.
28. To qualify for playoff matches, all players must have participated in **THREE** regular season matches with their playoff team. In case of extenuating circumstances during the playoffs, both team captains must agree (with witnesses preferably) on a sub playing the match before the match is played. If a non-agreed to illegal player is caught playing in the playoffs for team "A", team "A" will forfeit. If an agreed to illegal player plays in the playoffs for team "A", & team "A" wins, I don't want to hear any complaints from team "B". Captains or acting captains should have enough integrity, that this should never be an issue. The playoff eligibility of all players involved in a playoff match should be decided before your playoff match starts.
29. Players from team #1 and team #2 may not alternate. They must stay with their original team.
30. No new subs may be used the last 2 weeks of League Play. If a player isn't on your original roster or on your team in the standings, he or she **cannot** play the last 2 weeks.
31. **THERE WILL BE NO MAKE-UP GAMES FOR THE PLAYOFFS. IF A TEAM CANNOT PLAY THE NIGHT OF THE SCHEDULED PLAYOFF, THEY WILL FORFEIT THE MATCH!! IN THE CASE OF AN EXTENUATING CIRCUMSTANCE CALL THE LEAGUE CORDINATOR.**

32. All players must be 21 or over. **NO EXCEPTIONS!!**
33. **COACHING IS ALLOWED BY TEAM MEMBERS PLAYING THAT NIGHT'S MATCH ONLY!!** If there is illegal coaching, notify the captain or the acting captain of the opposing team. If this doesn't solve the problem ask the bartender /owner to remove the person from the area. If this doesn't solve the problem then stop play & call Abraham Amusement. (yelling out double 11 while faking a cough is considered coaching)
34. Only regular players that have played in 2 of the 3 sessions (summer, fall, winter) will be eligible for the year-ending player appreciation party. Regular player is defined as the 4 players with the most games for their team at the end of a session. (3 players on Th. Ckt)
35. A player may pass his/her turn at any time during a game, OR he/she may throw one, two, or no darts. Player does not have to throw his/her turn.
36. In 301 Games, a player may go out & win only if his/her partner's score is equal to or lower than the combined score of the opposing team. Teams going out on a tie win.
37. The Home Team will enter their players shooting order first then the Visiting Team will enter their players. After the Visiting Team has filled in their players shooting order, no changes may be made.
38. A Ton is 100-149 points. A HI-Ton is 151 or higher. A Hat Trick is only a Hat Trick with 3 Bulls.
39. In the event any player / team is found to have committed a flagrant violation of any rule during the season, the committee will take appropriate action.
40. If a team drops before the start of the season, no teams will receive any wins. If a team drops after the 1<sup>st</sup> week of the season, your team will receive either the number of wins based on the percentage of the previous week's standings or you will receive all the wins minus the percentage of wins of the team that dropped out, whichever is higher.
41. IF ANY TEAM FORFEITS WITH A NO SHOW OR A REFUSAL TO PLAY ANY TEAM, THAT TEAM WILL HAVE \$48.00 TAKEN FROM THEIR MONEY. IF ANY TEAM FORFEITS IN THE LAST 2 WEEKS OF THE SEASON, THAT TEAM WILL LOSE ALL OF THEIR MONEY DUE TO THEM AT THE BANQUET. WINS FOR FORFEITS IN THE LAST 2 WEEKS WILL BE AWARDED ON A % BASIS.
42. FORFEITS: IF "A" FORFEITS TO "B", "B" RECEIVES ALL WINS.  
IF "A" FORFEITS TO "C", "C" RECEIVES THEIR % OF WINS.  
"A" HAS FORFEITED OUT OF THE LEAGUE. ALL WINS AFTER WILL BE AWARDED ON A % BASIS AND WE'LL GO BACK AND CHANGE "A" VS. "B" TO A % ALSO.

**\*\*WE RESERVE THE RIGHT TO MAKE ANY CHANGES TO THESE RULES AS LONG AS THEY ARE IN THE BEST INTEREST OF ALL TEAMS.**

43. All disputes will be handled by a representative of **ABRAHAM AMUSEMENT** or by the **DART LEAGUE COMMITTEE**.