

ABRAHAM / ACCEL AMUSEMENT REMOTE DART LEAGUE RULES

Section A – League Fees

League Fees... Match play will not begin until all team league fees have been added at the dart board during match set-up. Fees are as follows:

- * Teams - \$10.00 per player (player fee - \$7.50)(quarter drop - \$2.50), \$40.00 per team
- * Triples –\$10.00 per player (player fee - \$6.25 (quarter drop - \$3.75), \$30.00 per team
- * Doubles - \$10.00 per player (player fee - \$6.00) (quarter drop - \$4.00), \$20.00 per team
- * Women’s Doubles - \$10.00 per player (player fee - \$6.25) (quarter drop - \$3.75), \$20.00 per team
- * No cap leagues - \$12.00 per player (player fee - \$6.00) (quarter drop - \$6.00), \$24.00 per team
- * League fees are distributed as follows (except for TOC Qualifier):

- * \$4.00 quarter drop to locations per team

- * \$1.00 per player is used for administrative fees

- * \$1.00 per player For league/tournament fund

- ▣ \$1.50 is used for paying “positional prize money”. This portion of prize money is paid out as follows:

- ◆ 50% is added to the win money for 1st Place

- ◆ 30% is added to the win money for 2nd Place

- ◆ 20% is added to the win money for 3rd Place

- Big Money Leagues have their own prize fund, so in those leagues the positional prize money goes back into the general prize fund

▣ The rest of the money is returned to players in the league through the general league prize fund money. This amount is paid back to each team in the league based on the number of wins and losses earned by the team during league play and at the end of the session.

Individual Player Stats...

Abraham amusement remote leagues use handicapping for both X01 and Cricket games.

Each player establishes a points per dart (ppd) and marks per round (mpr) by completing a minimum of 24 games of Cricket and 30 games of X01 (50 point bull) in league competition.

Existing league players may find their previously established history ppd and mpr located at www.abrahamamusement.com (follow directions) or at www.dartstoc.com located under the current year tab. "History Player List".

New players who have not previously competed in any league system are assigned a starting ppd and mpr.

A male starts with 20.0 ppd and 2.0 mpr and new females start at 16.0 ppd and 1.6 mpr.

These players establish their own ppd and mpr after their third match.

When access to stats from other leagues is available and that data shows a new player [to this league] has stats above average, that other league stat is to be used to start this league.

League officials reserve the right to access a higher than 20.0 ppd (men) and 16 ppd (women) for any player known to have exhibited above average skills during any other darting activity. To use these numbers you must contact the league coordinator at least 2 hours prior to league start time. All other subs added must go in equal to the highest player (on both teams) in the match!

Extreme Team Dart League - Sign-up Team Caps for Standard and Express Leagues... Promoted leagues allow for establishing varying league caps; promoter can choose a capped league and can designate league cap. League cap applies at time of sign-up, when replacing a permanent player and when using substitutes (Subs). Any attempt to circumvent league cap is subject to penalties. Player ratings will change as players improve, the league cap is not applicable after the league has begun except for application of the following "Break-out" rule. Break-Out Rule...To ensure the fairest competition and as fail-safe measure to prevent stacking of teams or other activity that cause damage to league competition, players are strongly advised to review their cumulative league statistic to ensure their league-starting statistics accurately demonstrate the true skill and darting ability of each player on a team. This is necessary to avoid the team "breaking out" during the course of a league session. "Break-out" applies to any team of players whose current league stats, when added together, exceeds the original league cap by 25% or more after any of the players on the team has thrown a minimum of 80 darts in X01 and/or 80 darts in Cricket games. Any team, that performs @ 25% or more above the original team cap is deemed a "break out" and is required to modify the team roster to return to a team combination under a total of team cap when adding 25%. If no combination of existing players fits under the break-out cap of a specific league type, a new player must be added to the team and only a player who has previously established a true "history stat" enabling a team to be fielded under the 25% above the original team cap. Any matches played in breach of this rule are subject to be disqualified. Contact your local league coordinator for final decision.

Section D – Leagues with Handicap – Handicap Details Handicap for Spot Dart leagues ... Player handicaps range from 0 to 4 and in some leagues 5 darts as found on the weekly stats. For the first night of all new handicapped leagues, handicaps are assigned. After the first night's match, player handicaps are as found on the current weekly stat screen on the dart board and online. IMPORTANT: If using a player on your first night of league who was not on the original roster, please visit the current handicap list as found on the dart machine or the dartstoc.com website to view the handicap thresholds in PPD and MPR to properly handicap the new player by finding where their statistic would have placed them among those who are on the list. Team captains adjust player order and handicap as found on the league stat screen during board set-up at the start of a match. The dart board will then automatically calculate how many darts each player will throw during the handicap round of each of the games for the match by determining the mathematical difference between the lowest player and the highest involved in each game. The dart board will always give the weakest player in any game a full set of darts and the best player in that game the difference. EXAMPLE: if Joe is a 0 and Cindy is a 4, Cindy will throw 6 darts total in the first 2 rounds while Joe will only throw 2 darts in the 2nd round. NOTE: Shooting order and handicaps are subject to change weekly depending upon how each player performs within the existing and ongoing league session. Handicaps are input by league office for 1st night of league only, if teams do not play on the 1st night of

league they will have to MANUALLY input their handicaps for the 1st time they play league. 70% and 75% RULE... When a team wins more than 70% of their games, it is usually because it has players whose skill has improved in comparison to the other teams in their league and beyond the ability of the standard handicapping to work properly. This is due to natural ability, strategy improvement or simply because they were better than average players and this was unknown prior to league startup. When this happens it is necessary to add extra handicapping to ensure: A) that the improved players continue to be challenged to improve their game and B) to ensure the other teams do not become discouraged and quit, which can be devastating to any league. The 70% rule is applied to any team whose win % (as found on the weekly stat screen) is 70% and up to 74.99% at any time after the team has played two full matches (30 games). Manual handicap is required as follows: On the team with the 70% (up to 74.99%), the highest ranked player in every game of the match will give up an additional dart after the automatic handicapping round. After throwing their 2 darts, the “player change” button must be pressed to advance to the next player to continue the game. For the same reasons explained above, if a team has a win % of 75% or higher another level of handicapping must again be applied. When a team exceeds 75%, every player on that team must give up an additional dart in every game in the second round – following the automatic handicapping round. The 70% and 75% rule applies to ALL games played in the match. NOTE: If a team is at 70% or higher after two full matches (30 games), they MUST play with the 70% and 75% rule even if the opponent has not yet completed two matches. 70% and 75% RULE FOR SPOT POINTS/MARKS LEAGUES ... Manual handicap is required as follows: On the team with the 70% (up to 74.99%), the highest ranked player in every game of the match will give up one dart their first throw. After throwing their 2 darts, the “player change” button must be pressed to advance to the next player to continue the game. For the same reasons explained above, if a team has a win % of 75% or higher another level of handicapping must again be applied. When a team exceeds 75%, every player on that team must give up one dart their first throw in every game. The 70% and 75% rule applies to ALL games played in the match. Exception to the 70% and 75% Rule... The 70% and 75% rules are excluded from use whenever two teams in a match are within 5% (total league win percent). Neither the 70% nor 75% rule as explained above is used and no additional handicapping is applied. Example: Joe’s team is at 73.5% and the opponent is at 68.6% - the difference is 4.9%, which is less than 5%. Thus the match is exempt from the 70% / 75% rule and the match is played using the normal league handicaps as found in the current league stat screen.

TRIPLES Game Format – 15 games – each player will play in 13 of the 15 games as follows:

1 Family (Team) Game of 501

3 Partnered Games of 501 Freeze: ☐ Player A, Player B ☐ Player A, Player C ☐ Player B, Player C

1 Family (Team) Game of 501

1 Family (Team) Game of Cricket

3 Partnered Games of Cricket ☐ Player A, Player B ☐ Player A, Player C ☐ Player B, Player C

1 Family (Team) Game of Cricket

1 Family (Team) Game of 501 oi/oo

3 Partnered Games of 501 oi/oo stacked ☐ Player A, Player B ☐ Player A, Player C ☐ Player B, Player C

1 Family (Team) Game of Cricket

130 CAP NO HANDICAP TRIPLES FORMAT – 15 games – each player will play in 11 of the 15 games as follows:

3 Partnered Games of 301 Freeze: 2 Player A, Player B 2 Player A, Player C 2 Player B, Player C

1 Family (Team) Game of 501

3 Partnered Games of Cricket 2 Player A, Player B 2 Player A, Player C 2 Player B, Player C

1 Family (Team) Game of Cricket

3 Partnered Games of Cricket 2 Player A, Player B 2 Player A, Player C 2 Player B, Player C

1 Family (Team) Game of Cricket

3 Partnered Games of Cricket 2 Player A, Player B 2 Player A, Player C 2 Player B, Player C

90 CAP DOUBLES COMBO Game Format –

12 games – each player will play in 10 games as follows:

3 Partnered Games of 301 with freeze rule

1 Singles Game of 301 each

3 Partnered Games of Cricket

1 SINGLES Game of Cricket each

2 Games of Partnered 501 stacked (on the same score)

TEAM CRICKET Game Format – 13 games – each player will play in 6 partnered games and 1 team game as follows:

12 Partnered Games of Cricket

1 Team Game of Cricket

TEAM CHALLENGE Game Format – 13 games – each player will play in 3 partnered games of cricket and 3 partnered games of 501 Freeze and 1 game of team 701 as follows:

6 Partnered Games of Cricket

6 Partnered Games Of 501 Freeze

1 Team Game of 701

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. Team Captain is responsible for submitting complete player information and subject to the penalties laid forth as described in Section C.

Team Captains Phone Numbers... provided by each team captain are required at time of league and/or tournament registration and will be confirmed via text message as a working phone number prior to the start of each league/tournament. If at any time a contact number is no longer working or has changed, it is the player's responsibility to immediately contact Abraham Amusement league officials so that updated information can be distributed to other teams in the league. Should players fail to update their contact information, the captain or entire team may be subject to the penalties as described in Section C.

Section B – Playing Order and Roster

Complete Player Information... In an effort to ensure that all players have their own individual stats - not contaminated by multiple players with the same name; players must supply their full name prior to competing in their first match.

NOTE: Players who are new to the league system, who have never played league will need to be entered in the local league operator's League Leader account in order for the player to be assigned their unique player identification number that will be required for assigning league points and games played.

Playing Order... Shooting order is determined by X01 standings only, however handicaps are determined by each player's ppd for 01 games and mpr for cricket games. The player with the highest ppd, as found on the weekly stat's sheet, must be in position one for 01 games regardless of their mpr for the cricket games. Player 2 will be the next best by 01 stats and so on until all players are entered. Each player participates as their name is displayed on the game monitor.

Substitutes... Subs are limited to 2 on a team per match. A sub may be selected from originally listed subs on the team roster. For new subs, restrictions apply as follows: when a team uses a sub for a missing player, a similar or less skilled player (by history stats at time of signup) should be used. If a new sub's skill level is unknown prior to play – handicaps are determined by using 20.5 ppd and 2.0 mpr for males and by using 16.0 ppd and 1.4 mpr for females just as new players are assessed at the start of a league.

If a sub plays in any other league, the ppd and mpr from that league may be used by applying the existing ppd and mpr to your current stats to determine a proper handicap. If a sub plays in more than one other league use the highest known ppd. If stats are not available from other leagues, check the player's history stats on the www.abrahamamusement.com or www.dartstoc.com website. When using a sub for a regular player not currently in the top ten, where there is a possibility the sub may perform well enough

Ghosting... League matches may also be played with a missing player, the vacant spot being passed by pressing the "player change – edit" button to advance the match play to the next round. This is to be done if a player has experienced an emergency and must leave during match play. If both teams are aware of a player that will be late and wish to start the match, ghosting may be done in the missing players spot until said player shows up and can start or resume play.

Age Requirements... All players should be at least 21 years of age to play in 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

Releasing A Player... A player released from one team and wanting to play on another team MUST have written permission from the original team captain, filed with local Abraham amusement league officials, if they meet the

following: player was listed on the team roster at league start-up or has played at least 2 weeks for one team, thus becoming a permanent player for that team.

Section C – Electronic Handshake, Start Times and Protest Procedures

Electronic Handshake... As a new league is established each team captain will receive an email containing the starting handicap sheet (to be used as the player's handicap for the first night of league) where applicable. Also a list containing contact information for each team. Contact info is to be used for the express purpose of communicating prior to setting up each league match as uniquely necessary to support remote league play (electronic handshake). This communication is necessary to ensure all players are present before putting money in dart board and setting up the league match. Contact information is NEVER to be used for any purpose including but not limited to: comments that are abusive, negative or anything that could be deemed derogatory. Misuse of contact information will result in severe consequences to the sender and/or team of sender. Consequences including but not limited to: loss of wins, removal from league, loss of all sanctioning privileges including tournament participation. Please be courteous as to the start time. Contact the opposing team approximately 15 minutes before the scheduled start time of EACH MATCH to ensure that all members are present BEFORE putting team fees in the dart board --- also please confirm proper shooting order and handicap for all players in match BEFORE beginning the match set-up!***! VERY IMPORTANT ***!***!

When participating in any remote leagues, please note – If match play began without any prior communication as described above, said match CANNOT BE PROTESTED for improper shooting order and/or handicap if neither team captain cannot provide screen shots of texting PRIOR to match as described above.

NOTE: Positive communication between teams - phone calls or texts for “great darts” or “good game” is encouraged.

Start Times... League start time is stated on league schedule. League matches may start earlier or later so long as both teams agree prior to the scheduled date and time of the match All efforts must be made to get a match concluded, even when it is started late and loss of game penalties may be applied to teams who start 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.

NOTE 2: If at any time a contact number is no longer working or has changed, it is the player's responsibility to immediately contact Abraham Amusement league officials so that updated information can be distributed to other teams in the league. Should players fail to update their contact information, the captain and/or entire team may be subject to penalties including but not limited to the following penalty options:

Section D - Match Time Outs...In many situations there can be scenarios in which teams need a moment for a break, in doubles leagues especially. There is ample time between each game if needed to deal with anything that requires a short delay. If you need a few minutes of time out, 1, simply let the other team know via text or phone-call and 2, do not select “start match” until teams are ready to resume the match. This is not intended to indicate a break between every game is expected or allowed. This is merely a common sense advisory for how to take a short break without abusing the other team in the process. Courtesy is expected at all times.

NOTE: 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.

Delay of Match/Shot Clock Feature...45 seconds per dart plus player change-over of 6 seconds. How does it work? Each player is expected to be at the throw line and ready to throw when it is their turn. The normal player change over time of six seconds is ample time to get to the line. Simultaneous to the end of the player change over period, the 45 second shot clock begins. Players will see a small green box in the top-center of the screen with numbers counting down. This

is the 45-second per-dart shot-clock. The shot clock starts at 45 seconds and counts down to zero for each dart of a player's turn. The countdown graphic starts out green in color then fades into a red color during the last ten seconds. As soon as a dart is thrown - the shot clock starts over at 45 seconds again for each of the remaining darts during the player's turn. **IMPORTANT:** If at any time during a player's turn a dart is not thrown prior to the shot clock reaching zero (0) the player loses any remaining darts of that one turn. The shot clock feature is designed and intended for the named player who should be at the throw line. An attempt to circumvent the shot clock by any other person is subject to penalties as found in Section C. **NOTE:** A missed dart, not detected, cannot stop the shot clock because it was not detected by the dart machine - so the next dart will have to be thrown before the shot clock gets to zero, then press the player change button at the end of the turn as normal. This is rare, but sometimes darts do not register. Be aware of the possibility so you and your team mates know what to do when this happens. When this happens the next dart must be thrown prior to the shot clock reaching zero to avoid losing any remaining darts of that turn.

IMPORTANT: Any time a discrepancy is noticed by either team in a match, the shot clock may be stopped by initializing the back-up feature as described in Section G. Doing so will give both teams an opportunity to communicate and then correct the problem. If, after discussion, no correction is needed, cancel the back-up feature and continue the game.

Section E – Reschedules, No Call/No Shows and Match Forfeits

Rescheduling a Match... Reschedules are not encouraged. However, in case of extenuating circumstances (weather or an emergency) or other similar reason, a match may be rescheduled. When a match is rescheduled, both team captains rescheduling **MUST** contact their local league coordinator. Match reschedules require a minimum of three (3) hour notification to the opposing team!!! Teams found not to provide ample notice of a reschedule may be subject to penalties as described in Section C. at Abraham Amusements discretion.

When a scheduling conflict exists a match can be played early or ahead of schedule. Any match missed in the 1st half of the season must be made up before the start of the 2nd half of the season so as to determine 1st half position standings. Any match missed in the 2nd half of the season must be made up on or before the final play-off night depending upon the circumstances of the missed match and how the score might impact the teams involved in play-offs. All teams must be prepared to play on any available night to resolve a missed match. It is each teams' responsibility to make up a missed match, regardless of why the match was missed or who was at fault. The primary goal is to prevent a team from becoming a bye at mid-season or at the end of a season due to missed matches. If a particular league has a reschedule week, then all reschedules must be made up by or during that week. If the league doesn't have a reschedule week, then all make ups must be made up by the mid-season or end of season freeze date to avoid a forfeit.

Reschedule limit... We are implementing a reschedule limit, teams can reschedule up to 3 times per session without penalty, you will not be allowed to reschedule a match if your team already has 2 matches pending,

all reschedules after that will incur a penalty fee of \$20.00 per reschedule over the limit.

No Call, No Show... When an attempt to contact an opposing team results in a disconnected number, no answer, no voicemail, etc. the next step is to contact the opposing team's home bar at the number provided on the schedule. If the opposing team remains unreachable – provide proof of contact attempts (screen shots of text message and/or call log) the following day to your league officials to determine penalties to team/players with non- working contact information. Penalties for No Call, No Show teams include those listed in Section G in addition to the following more severe penalty for repeat offenders:

☐ 1st Offense – \$36 fine deducted from team winnings. ☐ 2nd Offense – Team turned into a bye – see section H. for further "bye" penalties.

Match Forfeits... If a rescheduled match is not made up prior to the mid-season or end-season, a forfeited match score is awarded to both teams by determining their overall win percent at the time of the missing match, plus or minus one game. The plus one game will go in favor of the “non-offending” team; the “offending” team will receive the difference in game wins for the match, minus one game. In cases where “offending and non-offending” status cannot be determined or when no communication is given between teams as to the status of the reschedule or the make-up, match score is zero wins to both teams. Match forfeits will have league fees deducted from both teams’ league winnings. NOTE: Use of league discretion in enforcing any rules related to a no call/no show match, rescheduled match or match forfeit is based on both teams’ willingness to reschedule a match. In a situation that appears to be a possible manipulation of stats by a team, league officials may allow the most advantageous consideration to the more willing team at Abraham Amusements official discretion. All forfeits will result in the forfeiting team being penalized for the forfeit at a cost of 2 times their league fees.

Teams that drop from league after it has started will forfeit all money paid in and the sponsor location will also forfeit their portion of the quarter drop. Any location that has multiple teams drop out mid-season may be removed from all league play at Abraham Amusements discretion.

Section F – Machine Errors and Remote Camera Functions

Dart board errors... When a board is not operating correctly, see below. Repeated malfunctions may require a match move or reschedule. Both team captains must decide whether to play, move to another board or reschedule the match. All missed matches must be played and the league office must be notified. Teams must notify the league coordinator of any stats that need credited due to a board malfunction immediately.

When a match/board has malfunctioned and teams have decided to move to another board or reschedule a match...the match may be “suspended”. Match Suspension... Due to weather, electrical, internet issues, etc power to the dart boards may be lost during match play. When this occurs and the power is lost to one dart board, the other team will receive a message stating that match play has been interrupted. The team will then be prompted to “resume match” or “suspend match”. Please contact the other team to confer with them before answering the dartboard prompt. Should both teams decide to continue play, please select “resume match” and should both teams decide to reschedule the match simply select “suspend match” until you’ve reached an agreeable date to resume.

Once the teams involved in a suspended match decide to continue, at least one team must play on the original dart board from the malfunctioned match. Each team will choose themselves as the appropriate home / away team and the dart board will recognize the match as being suspended. The dart board will prompt to answer if the match was suspended, do you wish to resume? Both teams say yes and the program will take you back into the match at the point of suspension. It will recognize the match as being paid and will not require league fees again. NOTE: Manually initiating a “match suspension” will require interrupting power to the dart board for a few minutes in time.

Remote Camera Malfunctions... per Arachnid - the only time the remote camera function is not working is when the locations internet upload speed is not fast enough. Each G3 dart board should have a MINIMUM of 3mb of Download/Upload speed. For example – 1 board = 3mb down/3mb up, 3 boards = 9mb down/9mb up, etc.** In the event that during league play a team recognizes that the camera is not functioning properly for the opposing team THE MATCH MUST BE STOPPED BY PRESSING THE BACK-UP ARROW and the other team must be contacted and advised that their camera is not working and no image is visible. Teams must then take the following steps:

1. Suspend the match so that a speed test can be performed at the location with the defective camera
2. A speed test at your location can be made by visiting www.speedtest.net on a smartphone, tablet or laptop and clicking on the green BEGIN TEST button – this may take a couple of minutes.

3. If the test produces greater than 3mb download/3mb upload speed at the location, the malfunction is simply a faulty camera and the match can be either: a. Moved to another available dart board in that location or b. If no other board is available at that location, team may move to another available location or c. Suspend the match to a point in time that the camera function has been repaired by the local operator. 4. If the test produces less than 3mp download/upload speed, the locations internet access is not strong enough to provide camera functionality and the match must be either: a. Moved to another location or b. Suspended to a point in time that the upload speed has been corrected by the location and local operator.

****When determining download/upload speed for each dart board, you must also take into account other equipment using internet speeds as well (jukebox, POS systems, public wi-fi, etc) – for locations with numerous items on one internet connection and with multiple teams participating in multiple league on multiple nights, they may be required to provide a separate line for dart board connectivity.**

IMPORTANT: The match MUST NOT BE CONTINUED if the camera function is not working!!! DO NOT PLAY A MATCH without a camera view!!! STOP THE MATCH!!! If the other team is suddenly no longer available, the match can be successfully suspended by interrupting power to your dart board and leaving the board turned off. The offending team should then try to communicate with you in regards to why the match is not being continued. If no communication can be made between with the camera malfunctioning opposing team, further investigation into the match will have to be made via the league coordinator for said team. If results present proof that camera is working and it is felt that offending team intentionally orchestrated a camera malfunction - the team will be subject to penalties as laid forth in Section G and/or immediate expulsion from league.

Section G – Fouls, Errors , solutions ...

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

Backing up 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 teams... only after the action is agreed upon. A dart that “flights” another dart as it goes in is left scored as the board decides. If the dart counted on the monitor then it is not to be manually scored. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by backing up the game and manually scoring - and then, only with both teams in agreement. Stop the match by pressing the back-up button, call the other team and explain what you need to do... this will stop the shot clock, if necessary you may continue to push the back-up button until the situation can be discussed in detail with opposing team. Warning: Misuse of the back-up feature to cause match delays unnecessary is subject to penalties as described in Section C.

Players Shooting On Opponents Turn...It is each players 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. Or B) if not caught soon enough, that team loses the next players turn in line. They will push the player change button after the correct player as identified by the game.

Section H – Player Etiquette, Good Sportsmanship and Ethics

Player Etiquette & Good Sportsmanship...Players are required to conduct themselves in a positive manner at all times. Misguided competitiveness is not an excuse! Drinking is not an excuse! Please be especially considerate because this 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 - especially when playing remote league competition.

All Rules are meant to provide a foundation for an enjoyable experience playing darts. Please never use any rule out of the context for which it was written, in doing so you may be causing more problems than the rule was originally meant to help solve or prevent. Never allow misplaced competitiveness to over shadow the real purpose of dart league, which is to have FUN. Common sense and good sportsmanship will always solve a problem if you will allow it. **THROW DARTS, RELAX AND HAVE FUN!!!!**

Ethics...Unethical conduct such as but not limited to: abuse of equipment, poor sportsmanship, unwillingness to make up a scheduled match or any attempt to manipulate league standings is not allowed. Infractions may be grounds for forfeiture of: a game, a match, probation, expulsion from league including forfeiture of all league prize monies, banishment from a tournament or all tournaments and include forfeiture of any current position in any points standings and any and all other prizes and monies earned. The level or degree of any punishment assessed by Abraham Amusement at their discretion.

A team that is expelled from league may be expelled from the league for no less than one session or a team member that is expelled from the league for no less than one year at Abraham Amusement discretion.

ABRAHAM AMUSEMENT WILL NOT TOLERATE any poor sportsmanship or unethical conduct! Any negative, aggressive or abusive behavior of any kind will result in penalty. We reserve the right to address any misconduct once reported stemming from any darting activity including but not limited to: league match play or any other darts activity whether sanctioned league function or not. Bad behavior will result in disciplinary action and/or expulsion from this program at sole discretion of **ABRAHAM AMUSEMENT**.

SECTION J - Protests

If a team wants to protest a match, they must first submit the reason for the protest in writing to the dart league coordinator within 24 hours of the match in question. Then, the other team in the match will have 24 hours to submit their rebuttal in writing. After receiving both parties statements, the dart committee will review both parties statements and submit their recommendations on how to resolve the dispute. All dart committee decisions on protests are final!!

1. For a protest to be valid, the match must be completed. **DO NOT JUST STOP IN THE MIDDLE OF THE MATCH BECAUSE YOU ARE PLANNING TO PROTEST!**