



I.F. LaFleur & Son's Dart League Rules

Team captains and players are advised to read the rules thoroughly before play begins to eliminate any questions during the league season. If you have any questions, please consult a league coordinator. Good sportsmanship will prevail at all times, to assure fun and a pleasant time for all.

I. ELIGIBILITY

1. Players must be 21 years of age or older to participate in league matches.
2. Substitute(s) may rotate with another teammate, but the four players who begin a match must also complete it (you may rotate match to match, but not game to game.)
3. All teams must designate full team roster, including substitutes when registering.
4. For all events, players must use their highest known **PPD/MPR**. Players/Teams may be placed by known ability.

II. THE GAME

1. Players stand at "A Throw Line", 96 inches horizontally from the face of the dart board. It is legal to lean over the line. Player may step on, but not step across the line.
2. Once a dart has been thrown, the shooter may not leave the immediate area until his turn is completed.
3. Each player throws a maximum of three darts per turn.
4. It is not required for a player to throw all three darts on every turn. A player may pass or throw less than three darts.
5. Darts on board cannot be touched until turn is over and player has touched the "Player Change" button. **(EXCEPTIONS: SEE SECTION IV-2)**

III. THE LEAGUE MATCH

1. As with tradition in darts, and to avoid confusion with the score sheet/playing order, team players will introduce themselves to the opposing players before beginning a match.
2. Any player who is not present when it is their turn to play a game will have their turn skipped. When the absent player arrives, they can resume normal shooting order.
3. Teams using players with assumed names or banned players will cause entire team to forfeit all matches, prizes and prize money. Identification will be checked on protest.
4. A thrown dart will be defined as "if the arm is in a forward motion", otherwise, the dart will be considered a dropped dart and can be picked up.

IV. SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score the player receives. The player accepts that the machine is always right. The only exception will be on a "Last Dart" or "Winning Dart".
2. *****NEW*** Unregistered darts** - If a dart is thrown and sticking into a scoring number but no dart was recorded or the machine gives you a question mark (?) for a score, the opposing team's captain is allowed to either back up the mark to re-score it, or tap the back of the dart into the number so it registers. This does not apply to "flighted" or "bounce outs" darts. A "flighted" or "bounce out" dart the board is always right and the player accepts their score.
3. If there is a question as to whether the machine is scoring correctly or working properly, stop the game. EXAMPLE: A dart wedges a target segment and "Locks Up" the machine Team captains write down all player's scores. The player will remove the dart and play will continue. Player is allowed to shoot their remaining darts. If the problem still exists, please contact a league coordinator. Scores will be reentered and play will continue.
4. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.
5. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again.
6. A dart thrown in the "Outer Ring" of the board will count double the point value and a dart thrown in the "Inner Ring" of the board will count triple the point value.
7. If a player scores more points than the total required to reach zero, the player busts and the score returns to the score that was existing at the start of the turn.

V. FOULS

1. The following points constitute fouls. The commission of a foul may lead to: loss of turn, loss of match, expulsion from dart league or expulsion from future league events. **All decisions concerning fouls will be final as made by a League Administrator.**
2. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
3. If either foot touches the floor beyond the throw line prior to the game recording the score or the dart reaching the board, it constitutes a foul and loss of the players turn.
4. Intentional stalling or unnecessary delay of a match as determined by a league representative constitutes a foul.
5. **If a player reaches 0 in a round in which that player or that player's team committed a foul, that player or that player's team loses the game.**

6. *****NEW*** PLAYER CORRECTABLE FEATURES**

It is each players responsibility to see that the machine is displaying the correct players name prior to throwing their darts. Play is stopped if an infraction is noticed. The backup feature should be used to correct the following player errors: shooting out of turn, wrong player shooting, manually scored darts. If a player throws all three darts on his/her partners score and the following opponent finishes their turn before the infraction is noticed, the following player would have the option of re throwing or keeping their original score.

7. MACHINE RESET/TILT:

(A) If a machine resets due to a power failure or other reason beyond the player's control and cannot resume the game in progress, the game will be started over, (replayed from start, on another machine if machine problem exists or played on same machine if problem is repaired or resolved).

(B) Any machine reset/tilt/malfunction due to intentional or non-intentional player action shall result in loss of game or match for the team committing the action.

9. Abuse of equipment, poor sportsmanship, fighting or unethical conduct, as determined by a league official may constitute a foul and may be grounds for forfeiture of game, forfeiture of match, expulsion from dart league, expulsion from future league events, forfeiture of funds and future prosecution.

10. Any player or team that has a third foul called against them shall lose the game or match.

11. Players may use their own darts if they meet the following specifications:

(A) They must be plastic tipped darts.

(B) Flights may be any length, as long as dart does not exceed 8 inches in total length. Flights may not be wider than 3/4 inch, as measured from shaft to flight edge, and may not have more than four "wings".

(C) Complete dart must not exceed ****20** grams each in weight.

(D) Darts will be inspected on protest.

13. Any player found to be using overweight or otherwise illegal darts shall cause the entire team to be disqualified from the league, forfeiting all prizes, prize money and entry fees.

14. ALL DECISIONS BY LEAGUE ADMINSTRATORS WILL BE FINAL!