

# ADVANCED COIN MACHINE DART LEAGUE BASIC RULES

This is an NDA sanctioned dart league and all NDA rules and requirements apply. The following additional rules are meant to be informative and to enhance your playing experience.

1. You as a player must pay the sanction fee (\$8.00)
2. League fees will be \$\$\$\$ per player per match (or as determined by league) and must be current at all times (collected at dart machine).
3. Players are responsible for substitute fees and quarters (play cost).
4. All league fees (100%) will be returned to players (less league expenses).
5. **Advanced Coin will be the final arbiter of all conflicts and rules violations. Contact: Emanuel Kraft 810-391-8563**
6. At all times basic rules of sportsmanship and conduct will be expected. We are here to have a good time.
7. Ejection from the league or voluntary quit will result in forfeiture of all league fees. Ejected players or voluntary quit, will be ineligible to play for entire season and will be banned from ALL league activities for remainder of season.
8. Other rules and regulations will be published in a timely fashion, look to our website: [www.advancedcoin.net](http://www.advancedcoin.net) for notices.
9. The “freeze rule” must be used in our (4 person) leagues; it is used in all leagues and tournaments (per Arachnid) and the software just will not allow omission.
10. Handicapping will be done as follows: For the first week we will use averages for all players (from past leagues) and then go current. Those that do not have an average, will have averages *to be determined (adjustable for each league)*.
11. The maximum number of rounds played will be 12 for 301 and 25 for cricket, 501 and 701.
12. Re-schedule of matches must be done by Captains (must agree) at least 24 hours prior to scheduled match, circumstances permitting. Please advise League Coordinator of change, coordinator will assist in the change only if two captains cannot agree on a time. You must remember that the non-offending team is under NO obligation to re-schedule. League

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coordinator will only become involved after 2 weeks upon the failure of negotiations.

13. Match forfeiture will occur at 7:30 pm (30 minutes after scheduled starting time, actual time, not bar time). No forfeiture will be allowed during the first week of any league. Match must be re-scheduled with approval of league coordinator. All league fees are due from both teams and League Coordinator must be notified night of forfeiture. If re-schedule is not possible for any reason the original team canceling will forfeit. **“At fault team” forfeit formula: loses 1/3 of games rounded up; remaining games multiply by winning teams current win %, rounded up, established October, 2017 by rules committee.**
14. League subs may be called by any team. Sub is NOT required to play. NO SUBS ARE ALLOWED DURING “POSITION” NIGHTS. No team may have more subs than rostered players for any match. Match must be rescheduled if all players cannot be present (position round). No **rostered** player from **same league** may sub on another team. Team subs may sub if they have been on your roster for at least 2 weeks and have not played on another team; league coordinator approval required.
15. **All subs** must pay sanction fee **the night** they shoot for the third time (player information sheets will be at all bars). This is the team captain’s responsibility.
16. All teams will be disqualified who use a sub that has failed to be sanctioned under rule 15.
17. No player may be present at a match who has been replaced by a sub unless he/she has an obvious medical condition preventing play **or** can supply medical documentation to the opposing team captain to support the use of a sub. Please be reasonable when this situation arises.
18. Changes of shooting order are **ALLOWED** on **ALL** leagues. Subs must play in the position of player for whom they are subbing.
19. NO ONE is allowed in the “throw area” except the shooting player and he/she must not leave the area. Captains (or their designated replacements) are allowed under certain specified conditions; see your NDA rules book.

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20. Dart players are required to “shoot their turn” it is your responsibility to make sure you have the correct number of darts showing when you start and that you do not shoot before the “change of player” has occurred. If you notice that you do not have enough darts before you start shooting, the error may be corrected, if you notice after you start shooting, it may be corrected; the first time in happens in the match, after that, too late. If you start shooting before the machine has changed players (losing a dart each time you shoot out of turn) the dart(s) are lost. Again, you may correct this type of error once per match; the second time becomes a foul and you lose your turn. If you shoot out of turn and win a game; that game will be a forfeit to opposing team.
21. All leagues will start in September; deadline to sign up will be posted. Two weeks will be taken off for Christmas and New Year’s, all legal holidays will be “off” as will St. Patrick’s Day. Number of weeks played is based on number of teams in league. Any league that wishes to play a holiday instead of taking it off must request the schedule change at least two weeks prior to the matches. The banquet for all leagues will be held on the same day at the same location. League money and prizes will be disbursed at that time only. **All leagues will vote on schedules at their first fall meeting.**
22. Bar’s that cannot host a scheduled match, for any reason, will have the match moved to the opposing teams bar. Original “home” team will be retained for match purposes.
23. All sanction pins will be passed **out at the banquet**; pins will no longer be left at bars.
24. I would like to form a “steering committee” consisting of 3 to 5 players and 1 owner. These league reps will help to formulate policies, interpret rules violations etc. Each league may also elect a league president. **Committee of 7 established fall of 2017.**
25. Teams that quit before the end of any league will be replaced if possible and will start with handicap under rule #10. The schedule will be revised as follows if no replacement team is found: if a team quits within 4 weeks the schedule will be changed to give all of their remaining

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opponents “byes”. If they quit after 4 weeks all remaining opponents will be given forfeiture and must pay their league fees and will be given wins/losses based upon their current percentage of wins.

26. If a captain feels that a significant rules violation is in progress it is his/her responsibility to bring to opposing team captain attention. If issue cannot be reconciled, you must call league coordinator for ruling. If coordinator cannot be reached, STOP THE GAME. If you continue to play you are indicating acceptance of condition. A game stopped in good faith will be rescheduled with no additional cost to players.

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