



*Player's Handbook
&
Rules Guide*



Great Amusement Dart Leagues are NDA sanctioned

Preface

The Great Amusement dart league system is comprised of numerous leagues for different levels of abilities. These leagues play Monday through Thursday. The league qualifications for each night are determined by the Great Amusement staff. The winner of each league each year shall move up to the league of next highest ability (excluding Masters League). If a team chooses not to move to the higher league and they have two or more players returning from the previous year, they will not be eligible for year end trophies and or awards.

Rules of Play

Rules of play and the league rules are to be read by each member of your team. Copies of the rules are available for each team captain. Captains should be familiar with all rules before league play begins.

- During league play any disputes or questions that may occur will be settled by your captain and the captain of the opposing team using good sportsmanship and common sense. If this is not possible, the Great Amusement staff will settle the dispute.
- The dart-board score is always accepted as being correct. If the machine is not operating properly, the two captains must decide whether or not to continue play, call for service, move to another machine within the same location or re-schedule the match. The league coordinator must be notified by the scheduled home team captain.
- Player position for the 501/Cricket games will be determined prior to the start of the match and may not be changed at any time during the match.

Team Roster

1. **The team roster must be completed and filled out with full information for each of the four permanent players** by the first night of league play. A team may consist of a maximum of eight players.
2. **Captains are responsible for the attendance and league fees for your team each match.**
3. All league fee must be put into the dart boards prior to starting match

4. Keep the league coordinator notified of any and all changes.

Scheduled matches and forfeits

1. Schedules for matches will be posted in each league location and are available for viewing on electronic dartboard computer screens. Captains are responsible for notifying their players of upcoming matches.
2. **Unless otherwise noted all matches begin at 7:30 p.m., forfeit time is 7:30 p.m.**
3. There is no grace period. If you call and notify the opposing captain or the bar you will be allowed to start your match at a time agreed upon by both captains!
4. A match can be rescheduled, but only in cases of extreme necessity. A minimum notice of 24 hours must be given to reschedule a match. The rescheduled match must be agreed upon by both team captains. **The league coordinator and the establishment the match is played at must be notified.**
5. Matches may be rescheduled due to inclement weather at your discretion. You must contact league coordinator and captain of opposing team.
6. All rescheduled matches will be played in the originally scheduled location.
7. **If the opposing team arrives after 7:30 p.m. the match starts immediately. No practice time is allowed.**
8. Any team that forfeits two matches that have not been rescheduled will be dropped from the league and will lose all prize money and entry fees.
9. Any forfeit during the last two weeks of league play will cause the forfeiting team to give up all prize money from the last four weeks of the season. All matches in the last four weeks of the season will be adjusted to 0 wins and all losses for the forfeiting team.

10. **A rescheduled match must be made up within 14 days.** If both team captains cannot agree on a date, the league coordinator will set the match date and time.
11. Any team that forfeits a match or does not have a full team must still pay the full weekly dues. If a team does not pay the full weekly dues for any reason, the unpaid dues will be deducted from the team payback at season end.
12. Any team that receives a forfeit will receive:
 - 9 Game Format: 7 Wins 2 Losses
 - 11 Game Format: 8 Wins 3 Losses
 - 14 Game Format: 14 Wins 4 LossesTeams forfeiting receive 0 Wins and ALL losses
13. Any team that plays with a new player and does not turn in new player info within 2 weeks will forfeit all games in which that player plays in. All players must have complete names, addresses and phone numbers.

Substitutes

If a team is missing a player at the time of the match, a substitute may be chosen from patrons in the bar. **This substitute cannot be a player on another team in the same league. If the original player shows, he/she takes the place of the sub at the start of the next game. The late arriving player accepts the stats/score of the sub.**

1. Different players may be added to the team roster at any time; but a team is allowed a maximum of 8 players.
2. After the 2nd week of the season, first time throwers will be a zero dart handicap.
3. Only players listed on the team roster will be eligible for tournaments, prize money and awards at the end of the season. **Players must play at least 60% of the season to be eligible for awards.**
4. **A team may not add new players during the last six weeks of the season** unless authorized by the league coordinator and/or majority vote of captains in that league.
5. Position night (if used) players must have played 50% of games prior to that night to be eligible to play or be approved by the league coordinator.

Dues & Payouts

1. Each player pays weekly dues as determined by the league and will also pay for each game they play on the machine.
2. **The team captain is responsible for paying these dues each match, whether they play or not.**
3. Team captains are responsible for making sure each player receives proper payment of league prize money at league end.
4. Any team failing to pay weekly dues will not be allowed to continue playing in the league and will forfeit all prize money.

Scoresheets & Collection of Dues

1. Scoresheets are to be completely filled out with league #, Team #, and all player #'s and then checked by each team captain. This will not apply when using the Arachnid Dartboards for league play.
2. Team captains are responsible for collecting full weekly dues from each player.
3. The dues collected are recorded on the scoresheet, if used. When playing on the IQ Dartboards dues shall be placed in the envelope provided. Envelopes should be signed by both team captains to verify the money enclosed.
4. League dues must be paid into the Arachnid board prior to starting match.
5. The player accepts the dart machine is always right.
6. When keeping score manually the captains will need to keep track of feats scored.
7. No feats are recorded during an "all play game". In most leagues this will usually be the 9th or 11th game of the night.

Fouls

1. The following fouls will result if a player throws on his/her opponent's number:

If a player has thrown less than three darts, the machine is reset to the correct number and they are allowed to throw remaining darts. Play continues in normal order

- If a player has thrown all three darts, his turn is completed and the machine is reset to proper order.
2. If points are scored on a partner's player number, the score will count and offending player and partner shall lose both their turns. The offending player is allowed to complete his/her turn of three darts.
 3. Any player throwing out of turn as dictated by the scoresheet or monitor has committed a foul.
 - Example: H2 and H3 are supposed to be playing this game. H4 throws in either position, but is not supposed to be playing.
 - If all four players have not thrown three darts when the infraction is noticed, the game will be started over with the player/team who committed the foul paying all quarters to reset the game.
 4. If a player manually scores the machine that player loses the next turn. The back up feature may be used if the scoring was not done intentionally.
 5. If a player throws more than three darts per turn that player loses next turn.
 6. If either foot crosses the throw line prior to the dart striking the board this constitutes a foul. The penalty will be loss of next turn.
 7. The following fouls will result in the offending player or team losing the game:
 - If any foul occurs during the round in which the game ends.
 - If a player or team displays poor sportsmanship or abusive behavior towards other players, or abuses the equipment.

Personal Equipment

Players may use their own darts as long as they meet the following requirements:

- Tips used must be standard factory issue.
- Darts may not exceed 8" in length.
- Darts may not weigh more than 18 grams per dart.
- Standard darts and tips are available for use.

501 Game Rules

The following rules of play apply to all variations of 501.

- The game is played as any in/any out.
- Each player starts with 501 points. Darts scored will be subtracted from the player's points.
- Any dart that scores a greater amount of points needed to reach exactly zero will result in a "bust". The players score will return to his/her original score before their turn started that round.
- In doubles play, two teams of two players each play against each other. Players position numbers alternate between games. Players on the team throwing first are assigned numbers 1 and 3. The opponents for that game would be assigned as players 2 and 4.
- In doubles play when a player reaches exactly zero, the team with the lowest combined score wins. **In the event of a tie you may go out.** The team that goes out when the scores are tied wins that game.
- A team can play with 3 players if a substitute is not available. The game or games will be played as usual except the missing player remains at 501.

Spot Dart Handicapping

The following will inform you how to use "spot darts" should you have to manually enter them into the board. The Arachnid & IQ systems will automatically configure the spot darts.

1. As captains fill out their line-up the most current spot darts can be found on that weeks player standing sheets or on the dartboard standings.
2. The "first turn" in each game is the "SPOT ROUND". Each player is allowed their spot darts during this round. A player with a "zero spot dart" would pass on this turn. A player with a "two dart spot" would throw only two darts, etc.
3. The spot dart range is from 0 to 3 in most leagues.
4. The game proceeds normally after the spot round.
5. First time throwers will throw the first night as a 0 handicap. This also pertains to substitutes. Each time they sub for a new team, they are a 0 handicap.

Have Fun!