

## Basic Information

This guide is designed to assist captains and players in insuring leagues run as smoothly as possible. It contains information that is mandatory for all league players to know. Most problems and disputes arise from the lack of understanding of the league rules and policies. By having a complete understanding of the rules, policies and procedures, the league will run smoother and allow players to have more fun.

Sportsmanship and fair play are in every player's best interest. By following the rules and procedures set forth in this guide all players and teams will be insured to have a fun and enjoyable season.

## League Play

- All league matches will be played on Hancock Amusement owned dart boards under the play league option. All Hancock Amusement leagues are 100% NDA sanctioned and all team leagues will count toward NDA events for game count and average.
- League fees must all be put into the board before starting league.
- It is the captain of each team's responsibility to ensure that all subs and their averages have been put in correctly and their team is in the correct shooting order before starting league. If a league has started and a team has forgot to put in their sub, then the match needs to be cancelled and the team causing the infraction will need to pay all league fees required to start the match again. The team captain will need to contact the league coordinator the next day to arrange a refund for those league fees.
- If a team is short a player when league starts, the team may still start league, but the must push the player change button every time it is the missing players turn to throw. If the missing person arrives after league start time, they may throw when it is their turn.
- In REMOTE league if a dart sticks in the board but does not score correctly it is what it is. No picture taking, no pausing board, no backing up. If the board seems to be having problems scoring correctly notify league manager and it will be attended to in the next 24 hours.

- IN PERSON leagues misregistered darts can be backed up and corrected if both captains agree.

## Sanction Fees

All Hancock Amusement leagues are 100% NDA sanctioned. This requires all players to pay \$0.00 sanction fee per year. The sanctioning year runs from June 1<sup>st</sup> to August 31<sup>st</sup> every year. Hancock Amusement will take the \$0.00 sanctioning fee out of your first league payout that takes place after the new sanctioning year starts. This is included for all players on the team, including subs. The sanctioning fee will only be taken one time throughout the sanctioning year.

## Captain's Expectations

As team captain you will be expected to:

- Make sure you have a full team on league nights.
- Perform any talking during league play to help with any disputes or issues.
- Arrive 30 minutes early to ensure the board is working properly. Make sure board is online by hitting the triple 20 rapidly 9 times. Play a remote match to ensure cameras are working properly.
- If board will not update, make sure location internet is working.
  - If any dart board issues, please inform league coordinator.Sometimes problems occur beyond our control and will try and fix it in a timely fashion.
- Be sure that the correct handicaps are entered for subs from both teams before starting league play.

## League Rules

- Starting time for league vary from league to league. You must be aware of the start time for the league that you are signing up for. If a

team does not show up 20 minutes after the start time, the opposing team has the option to take a forfeit or wait for the team to reschedule the match. If a match is forfeited, the forfeiting team is responsible for paying the league dues for both teams for the forfeited match. Be courteous to other teams. If you know you or one of your teammates will be running late, let the other team know.

- There is a captains list on the website that has all captains phone numbers listed.
- Players participating in league must be 18 years of age to participate in Hancock Amusement leagues, however if you have someone under the legal drinking age on your team it is your responsibility to make sure the location allows minors in their establishment before showing up to play your match.

## Subs

- All subs, new players and known players, will be brought into league with no handicap. After first week of play they should have an established handicap.
  - If needed a player can shoot twice on the same team if short a player. It must be the lowest rated player on the team. When entering this player, first name and last name must be entered. After the first week this player will have a handicap.
- A player is allowed to sub on more than one team within a league as long as they are not subbing for 2 teams playing each other.

## Rescheduling

- A team that is not able to attend a scheduled match must contact the other team and schedule a make-up match at the opposing team's convenience. This should be done 4 hours prior to the scheduled start time. If there is an emergency situation and a team requests a reschedule and it is not within the 4-hour window, the opposing

team should try and work with other team. If there is a dispute, it must be brought to the league coordinators attention immediately.

- All mak-eup games have to be completed within 4 weeks of the game that wasn't played. If there are less than 4 weeks left in the season there will be a week added to the end of season used for make-ups.
- Leagues that have a position round will have a make-up week entered prior to the position round week to allow all make-up matches to be played.
- Matches are typically never cancelled due to bad weather. If your team feels that is unsafe to participate due to road condition contact the opposing team and reschedule the match.

## Forfeits

- If a team is later than 15 minutes after the scheduled league start time (real time not bar time) the team captain has three options:
  - 1: Forfeit the opposing team
  - 2: Reschedule the match
  - 3: Allow more time for the opposing team to show up
- If no contact is able to be made with the opposing team, the team captain can choose to have the league coordinator try to contact the other team to set up a rescheduled match or receive a forfeit.

## Dropping out of league

If a team drops out of a league, they will be removed from the schedule. All games played by the team dropping out will be removed from the standings.

A team that drops out of a league will receive one warning, if the team joins another league and drops out again, they will not be allowed to play in any Hancock Amusement league for a period of 1 year.

## Travel League Play

- All league matches will be played on Hancock Amusement owned dart boards under the play league option. All Hancock Amusement leagues are 100% NDA sanctioned and all team leagues will count toward NDA events for game count and average.
- League fees must all be put into the board before starting the league.
- It is the captain of each team's responsibility to ensure all subs and their averages have been put in correctly and their team has been put into correct shooting order before starting league.
- If a league is started and a team forgot to put in their sub, then the match needs to be cancelled and the team causing the infraction will need to pay all league fees required to start the match again. The team captain will need to contact the league coordinator the next day to arrange a refund for those league fees.
- If a team is short a player when league starts, the team may still start league, but they must push the player change button every time it is the missing players turn to throw. If the missing player arrives after league start time, they may throw when it is their turn.
- If a dart sticks in the board but does not score correctly, the team captain should notify the other team captain, then back up that dart and tap it in so that it registers correctly.
  - It is each player's responsibility to ensure that the board is displaying their name and they are throwing on the correct turn.
- If a player throws on one of their teammates turns, they must back up the darts that were thrown and the player who should have been throwing gets skipped. If the infraction is not noticed until the round is over play moves on with each person throwing on the correct name.
- If a player throws on an opposing team's turn, the team has the choice to keep what that player hit or back up the turn and throw their three darts. If they choose to back up and throw, they must throw all three darts.

- If a player throws their dart while the board is displaying the 'Do Not Throw' screen, that dart remains in the board and does not count, and the player can continue to throw their remaining darts.

## Match Rules

Players must stand at, but not over, the throw line. It is legal to lean over the line. If a player steps over the line while throwing their dart, their dart must hit the dart board before their foot hits the floor. If a foot foul is called the player loses the dart that was thrown when the infraction occurred, this is done by backing up the dart that was thrown on that turn. The player may throw their remaining darts.

## Remote Matches

A player on the opposing team cannot stand on the line nor can anyone on the team. Nor can anyone throw darts at the board while the opposing team is throwing.

Each player will throw no more than three darts per turn. If a dart is thrown but does not register the player may not rethrow the dart.

Hancock Amusement is not responsible for the location's internet or its internet provider.

## League Standings

Finishing order in a league will be decided by games won. Ties will be broken by Total games won. If there is a tie for a trophy place a 1 match playoff will be played consisting of the same match format that was used throughout the league. The teams will be responsible for league dues during this playoff. Home team will be decided by the tie breaker rules above.

## Prohibited Players

If a player is not allowed in a particular location, their team must find a substitute to play in that location. If a player can make arrangements with the bar owner to play and leave immediately following play, that is up to the bar owner.

## Sportsmanship

All players are always expected to show good sportsmanship. If you are playing either remotely or locally, all players should be respectful of each other on and off the board. If a team reports unsportsmanlike conduct, the matter will be addressed and the team in question will be spoken to. The first instance will result in a verbal warning. If an infraction occurs after verbal warning a player will be suspended for 6 months. Unsportsmanlike conduct will not be tolerated and any person engaging in it may result in suspension from league and future leagues and tournaments.

No harassment will be tolerated from players or their spectators.

Absolutely no physical violence will be tolerated, any player involved in such actions will be immediately suspended from the league.

No hitting the dart boards. You will be banned, and any repairs will be taken out of your team's payout.

## Protest Procedures

A team that would like to file a protest must have their team captain submit their protest in writing to the league coordinator along with a \$25 protest fee within 24 hours. If the team filing the protest wins their protest, they will receive a refund. If they lose their protest, the \$25 fee will be kept by Hancock Amusement as admin fee.

When the protest is made, note the game number and round and inform the league coordinator, then the league coordinator will decide on the situation.