**North Country Dart League**

League Guidelines

**Teams**

1. Teams will consist of 4 players and up to 4 subs.
2. Subs may be used from the location to fill the roster for a scheduled match. Bartenders are prohibited from playing when they are working behind the bar on the night of the match.(time constraints for match)
3. Once a Sub Plays a match for a team they are committed to that team for the remainder of the season. One exception to the rule would be a hardship to a team caused by the loss of a player. With the approval of the league, A sub from one team could be moved to another. If the sub has not played any games for his/her team, they can move to another team without league approval.

**Match**

1. All Games will be handicapped according to the players MPR. “New” Players will start with a 1.8 if they have not played in a league with Individual player standings. Starting avgs will remain the same for 2 weeks then start using weekly standings.
2. Match will consist of 6 games of 2 player cricket, 1 game of team wild card cricket (everyone plays), and 6 games of 2 player cricket. Game 7 is “Beer Game”. Losing team buys winning team a round. (optional)
3. Dart Matches are played on Thursdays with a scheduled start of 7PM. A team has until 7:30PM to field a team.
4. Once the players have been entered into the machine for the match, the machine will indicate when it is their turn to play and their shooting rotation in the game.
5. A team may play with 3 players. The Missing Player’s turn is skipped when that player is scheduled to shoot. When and if the missing player shows up they will be immediately inserted into the rotation of players as indicated by the machine. A Regular Player or sub on team may replace a temporary player.
6. If a team is unable to start with the required number of players, A forfeit will be awarded to the opposing team.
7. Teams unable to play on a Scheduled night MUST contact the CAPTAIN of the opposing team to reschedule match. Reasonable notice prior to the match must be given.
8. Please notify league coordinator of any changes to the schedule

**Forfeits**

1. Forfeiting team will receive a 0-13 loss. The opposing team will receive their win% or the other teams loss% which ever is more. Example if winning teams win% is 35% (5 games)and forfeiting teams loss % is 70% (9 Games) the winning team would receive a 9-4 win, and forfeiting team would receive a 0-13 loss.

**General Rules of Play**

1. Players Stand at the throw line 96 inches horizontally from the face of the dart board. It is legal to lean over the line. The player step on but not cross the toe line.
2. Players may use theirs provided the meet the following specifications.
3. They must be Soft tip darts. (plastic tip)
4. Darts may NOT exceed 8 inches in length.
5. Flights may be no wider than 3/4”, as measured from shaft to flights edge, and may not have more that 4 wings.
6. Complete darts may not exceed more than 18 grams.
7. Darts can not have broken or cut off tips.
8. Each Player throws a Maximum of three darts per round. Darts must be thrown only when the machine prompts the player to throw. A player is not allowed to throw a dart over. A dropped dart does not constitute a dart thrown.
9. One foot must remain in contact with the throw line while throwing the dart.
10. If any portion of a players body touches the floor between the leading edge of the throw line and the dart board prior to the dart making contact with the board, the throw will be disallowed.

**2 player cricket scoring**

1. The object of the game is to close out the numbers 15-20 and the bulls eye, and have the point lead. This is accomplished by hitting the required segments to close them out. Three marks closes the number all other hits on that number while other team has not closed it, will score points.
2. Double bull will be used in all matches.
3. If the dart machine records a score other than the throw indicated or fails to score, the player will be permitted to cross the line and use the back button and manually score the dart. Notify the opposing team PRYOR to correcting the board error. A dart thrown but fails to stick, will count as a dart thrown and the player must accept whatever score the machine awards.
4. If the last dart thrown is the winning dart. Teams must accept whatever the board awards. The machine will not allow the back up button after the game has ended.
5. The back up button will be used for players shooting out of turn or any other discrepancies than may occur where this function can be used to correct the problem.
6. The back up button can only be used 3 times per game.

**Machine Malfunctions**

1. If the malfunction is not rectified on the night of play, the match will have to be rescheduled. Further clarification may be needed if this occurs. (continuation from where the game left off if the malfunction occurred during rather than prior to the match.
2. Remember team members playing and order when this occurs.
3. Money Malfunctions will require service the night of match. (call 518-570-8882 for service).

**Nightly Subbing**

1. You are allowed to sub players in BEFORE TEAM GAME. You MAY NOT change player order. You are not allowed to sub at any other time during the match.

**Fees**

1. League dues are $14.00 per team and must be entered in board before teams will be allowed to start the match. The dues are seperate from game credits. Game credits are the money put in board for the game play. It will cost each team their dues and approximately $10.50 for game credits.

**Playoffs**

1. Final standings will decide your seeding on the playoff chart. Then we will follow the double elimination chart.
2. Players must have competed in 16 games to qualify for playoffs.