



PLAY-MOR DART LEAGUE RULES

SPONSORED BY 

(573) 468-5347 ext 400

Updated December 30, 2010 – this version supersedes previous issued.

Rule 14 – amended to add rules 14a and 14b -

14a - Determining dartboard priority during make up matches and regular scheduled matches

14b - Determining match start time when make up matches are played simultaneous to regular scheduled matches

Updated November 4, 2010 – this version supersedes previous issued.

Rule 1 – Added that any league is subject to become a traveling league at any given time.

Removal of the NDA sanctioned rule – league will no longer require NDA fees,
players will not be able to attend Team Dart in Las Vegas, NV

1. TEAM CONTENT AND HANDICAPPING BY POINT PER DART (PPD) and MARKS PER ROUND (MPR): Most Play-Mor leagues use handicapping for both 01 and cricket games. A team cap is used in assembling teams at time of sign up to add a level of parity. Total team cap is 89.75 PPD. New players who have never competed in league before are assigned a starting PPD and MPR. A male is 20.50 PPD and 2.0 MPR and new females are 16.00 PPD and 1.40 MPR until league play begins, to allow these players a chance to earn their own PPD. League officials reserve the right to assess a higher than 20.50 PPD (men) or 16.00 (women), for known experienced dart player's. Any team using new players should always check with league office before signing up for league play, and or check the www.playmor.com site for a conversion chart to use in calculating a starting PPD for experienced players from other leagues. Any attempts to circumvent the 89.75 PPD total caps, will be subject to rule #15. The assigned PPD and team caps may change from season to season. Information on team caps is provided as soon as possible following each league year. Check at the tournament, check the <http://www.playmor.com> web site or call the league office directly for your history PPD or to get help in determining how to use a new player PPD. As a league goes on, PPDs will change as players improve etc. The 89.75 maximum PPD will only apply at time of sign-up, if replacing a permanent player or when using subs.

NOTE: ALL PLAY-MOR DART LEAGUES ARE SUBJECT TO BECOME TRAVELING LEAGUES AT ANY GIVEN TIME BASED ON PARTICIPATING LEAGUE LOCATIONS WITHIN THE LEAGUE AREA.

League Scenarios:

A. Teams with four (4) players. Four player teams are allowed a maximum total PPD (four players added together) of 89.75. Any existing player with a PPD over 28.5 will be capped at 28.5 as maximum toward the total 89.75 PPD, however only one player per team is allowed to use the cap.

B. DOUBLES: Teams consist of two (2) players. Players that have participated in prior leagues will have a **PPD** and **MPR** history. Teams are allowed to have a maximum total PPD of 45.5. Any existing player with a PPD over 28.5 will be capped at 28.5 maximum points toward the total 45.5 PPD, however only one player per team is allowed to use the cap.

C. TRIPLES: Teams consist of three (3) players. Players that have participated in prior leagues will have a **PPD** and **MPR** history. Teams are allowed to have a maximum total PPD of 66. Any existing player with a PPD over 28.5 will be capped at 28.5 maximum points towards the total 66 PPD, however only one player per team is allowed to use the cap.

D. LOWER LIMIT / FUN LEAGUES: Four player teams. To provide for leagues that focus less on competition and

more for fun and new or lower skilled players. In any area, town, or location where there are multiple leagues offered over several nights and or in multiple divisions on the same night, league officials reserve the right to offer protected "fun" leagues where there is no allowance for an individual cap and the total team is held to 72.00 PPD or below. This is to achieve a level of parity that will ensure that everyone in that league is allowed to compete and to enjoy the league with confidence that the handicap system will work to it's fullest potential. In these cases, the league office will coordinate with all involved parties and make known, which night of the week will be the "fun" night. Once a "fun" league has begun play, teams must never use any combination of players that would have exceeded 72.00 PPD when using their starting history PPD.

"FUN" LEAGUES VS MORE COMPETITIVE LEAGUES: All Play-Mor Dart League divisions are handicapped and all are intended to be fun for all of the participants. Most leagues consist of players of all skill levels because there is no choice but to commingle the players in order to have enough players and teams for a healthy league. In some situations though, there are enough players to separate the levels of skill. Some league divisions contain only teams of very experienced players. These types of leagues focus on challenging the skill of the players to raise their abilities to the next level. While still other leagues focus less on competition and more of the players throw darts just for fun. Often times the "fun" league divisions consist of entirely new players or simply contains players who have played darts for a long time but statistics prove they are simply less skilled players.

2. USE OF HANDICAP IS RESTRICTED TO PLAYERS WHO PROVIDE ALL REQUIRED SANCTIONING INFORMATION. Use of handicapping in league play is restricted to players who have supplied full name, address, birth date, phone number, and email address(where available) prior to competing in their first league match. For previous league players, updated information must be provided at the start of each league session. Players who have not provided their full name, address, birth date, and phone number, or an update of their information, may legally compete in a league match but only if placed in # 1 player position and as a 0 - handicap for both 01 and cricket games. However, should the player's information not be provided by the end of the session a fine of \$10.00 per player will be levied against the teams league winnings. It is both teams' responsibility to ensure all players use the proper handicap for all players and in all matches. Players and teams who wish to avoid this handicapping penalty, need only report the proper player information to the league office prior to the start of a league match and to provide written confirmation of the same information on the corresponding league match fee envelope. If handicapping rights are desired for new subs, or to resolve any handicapping penalties for existing players with missing information, simply discuss the matter with the opposing team, write the correct player detail on the match envelope, i.e.. the players; full legal name, address, birth date and phone number, (and email address if they have one). Share the written information with the opposing team. Let them read the information as it is written on the envelope and then, while in their presence, and while they are listening; call 573-468-5347 ext 400. Leave a detailed voice mail of the exact same information as written on the league fee envelope for the league officials to add the information to the player's file. If the facility where you play dart league has a fax machine or computer with email, you may also fax or email the information to the league office while in the presence of the opposing team. If faxing; fax to 573-468-5360. If emailing; send to bfox@playmor.com. Note: If a league player has competed in a previous night's league match but not provided proper information, or in the case of existing league players who have an established history with the league, but did not provide their updated information when signing up for the current league, all such player's names will be found at the top of the current weekly league statistics with a 0 - assigned handicap, and a note explaining what information is missing that also shows their earned PPD and MPR. To correct the problem and to allow the player to compete in a pending league match with a handicap, the teams involved must follow the same procedure as described above. If they do so, the player's earned PPD an MPR, which can be found on the stat sheet from the previous week's league play, may then be placed on the stat sheet to ascertain the correct handicap for the match, but only after providing the correct information to the league office as fully described herein.

3. SUB HISTORY: PPD and MPR histories for the original team and originally listed subs are included in team packs at league start up. If subs are listed, it is the team's responsibility never to play any combination of players that would have exceeded 89.750 PPD total prior history. Teams should be prepared to show the history list to the opposing team.

4. SUBS SHOULD BE OF SIMILAR SKILL, LIMIT OF 2 ON A TEAM PER MATCH: A sub may be selected from originally listed subs on the team card. For new subs, restrictions will apply as follows: when a team uses a sub for a missing player, a similar or less skilled (by history stats) must be used. If the new sub's skill level is unknown prior to play, the sub may be used provided that, after play on stats, the sub does not fall into the top ten in that division. If so, games involving that sub are forfeited at league discretion and or upon notification by non-offending team. This rule

will not apply if the missing player is also from the top ten. The intent is to prevent the use of ringers, which unfairly affects all league standings. For new players of unknown skill handicaps are determined by using 20.50 PPD for males or 16.00 PPD for females. Teams may only use two (2) substitutes per night. League match games may also be played with a missing player, the vacant spot being passed and the total score showing throughout the game.

4a. SUB SANCTIONING: All new subs must provide their full name, address, birth date, phone number, and email address to the league office via phone 573-468-5347 ext. 400, fax 573-468-5360, or email bfox@playmor.com. Subs are required to provide these details in writing on the league fee envelope prior to competing in league play. The team and league stats may not reflect information about a sub unless or until the correct information (full name, address, birth date, phone number, and email address) is provided to the league office. League may remove wins from the team for lack of player information.

5. USING A SUB FROM ANOTHER NIGHT OF LEAGUE: Is O.K. No further "sanctioning" fees are due and no further information is necessary. If a sub plays in any other Play-Mor League Division, the PPD from that division **may** be used by applying the existing PPD to your stats to determine a proper handicap. If a sub plays in more than one other league, teams using the sub use the highest known PPD. If stats are not available from the sub's other league, team may call league office prior to play, but first check the player's history stats on the www.playmor.com site or call the subs home location to verify stats. When using a sub for a regular player not currently in the top ten, where there is a possibility the sub may perform well enough to inadvertently fall into the top ten by using the subs PPD and MPR from a more competitive league, it is recommended the team put the sub in as a 0 or 1 to hedge against becoming subject to rule #4. A sub may play for more than one (1) team using their existing PPD and MPR handicap as found on a league stat sheet.

6. NEW PLAYERS MAY BE USED TO SUB EXCEPT FOR THE LAST TWO WEEKS OF LEAGUE AND PLAY-OFF: New players (see rule #4), may be used to sub at any time, except for the last two weeks of scheduled league play. During the last two weeks of scheduled league play and for a play-off match, subs may be used but only experienced players with a history of stats as found on the www.playmor.com website and then only subs that are statistically equal to or less than the player they are subbing for.

7. PLAYING ORDER and TEAM CARDS: Each team will receive one (1) team card where necessary. The team card is used to set up the dart game for league mode. Once the card is inserted and league mode is activated, follow the directions on the game monitor to set up the league match. The player with the highest PPD, as found on stat's sheet must be in position one for the 01 games regardless of MPR for the cricket games. Player 2 will be the next best by 01 stats and so on until all players are entered. Be sure to set up the correct handicap for both types of games when applicable. Handicap is determined by each player's PPD for 01 games and MPR for cricket games. Each player will then participate in the games of each league match, as their name becomes displayed on the game monitor.

8. HANDICAP EXPLANATION: Player handicaps will range from 0 to 4 and in some divisions 5 darts, as found on the weekly stats. All stats are also available to print on the www.playmor.com web site. **All players are assigned a starting handicap for the first three matches of any season which is derived from their history PPD and MPR** or known skill levels when compared to the other players who participate within that league. Once the team captains have input the playing order and handicap as found on the league stat sheet (or "starting league PPD and MPR list" for the initial 3 matches), into the dart machine, the machine will then automatically calculate how many darts each player will throw during the handicap rounds of each of the league match games. Note: in league play, in each game, the dart machine will calculate the handicap darts, by determining the mathematical difference between the lowest player and the highest. The dart machine will always give the weakest player in any game a full set of darts and the best player in that game the difference. Example if Joe is a 0 and Cindy is a four, Cindy will throw 6 darts total in the first 2 rounds while Joe will throw only 2 darts in the second round. After three full matches have been played by all teams in a league..... The handicaps for each player will then switch to current league performance data for weekly handicap assignment. Shooting order and handicaps are then subject to change weekly depending upon how each player performs within the existing and ongoing league season.

8a. FURTHER CLARIFICATION IN **HANDICAPPING A SUB FOR THEIR SECOND WEEK AND BEYOND**: When a team is using a new sub or player that had no history PPD or MPR for the second and or third time during the first three weeks of league, **the PPD and MPR from the current league's stats must be applied to the "starting league PPD and MPR list" to determine the proper handicap. If however the sub has a history PPD and MPR, the handicap for week one, two or three should be determined by comparing the subs known history PPD and MPR to the "starting league PPD and MPR list" to determine the proper handicap.** After three full matches have

been played by your team, all handicapping is determined by the current league's stats, even for players on your team who have not yet played three weeks.

8b. WHAT HANDICAP TO USE IF BOTH TEAMS HAVE NOT PLAYED THREE MATCHES YET, DUE TO A RESCHEDULED MATCH OR BECAUSE THERE IS A BYE IN THE LEAGUE: The team that has played three matches will use the current league stats to determine the proper handicap for their team. The team that has not played three matches yet (for whatever reason) will use their assigned handicaps as found on the "starting league PPD and MPR list".

8c. EXTRA HANDICAPPING IS APPLIED TO BREAKOUT TEAMS 70% and 75% RULE: When a team wins more than 70% of their games it is usually because it has players who's skill has improved in comparison to the other teams in their league and beyond the ability of the standard handicapping to work properly. This is due to natural ability, strategy improvement or simply because they were better than average players and this was unknown prior to league starting. When this happens it is necessary to add extra handicapping to ensure 1), the improved players continue to be challenged to improve their game and 2), to ensure other teams do not become discouraged and quit, which can be devastating to a league. The 70% rule is applied to any team whose win % (as found on weekly stat sheet) is 70% and up to 74.99%. Manual handicap is required as follows: At 70%, after the automatic handicapping round has been completed, the highest ranked player in each match, on the team that has a win % over 70%, will give up an additional dart in the second round of each game. After throwing 2 darts, the "player change - enter" button must be advanced to the next player to continue the round. For the same reasons as detailed above, if a team has a win % of 75% or higher another level of handicapping must again be applied. When a team exceeds 75%, each player on the team must give up an additional dart in every game in the second round - following the automatic handicapping round. **This includes the team games in a match as well.**

WHEN A LEAGUE STARTS OUT WITH A BYE, THE 70 AND 75% RULE DOES NOT GO INTO EFFECT UNTIL A TEAM AT 70% OR HIGHER HAS ACTUALLY PLAYED IN 45 GAMES. SIMILAR TO 8b ABOVE, THE 70% AND 75% RULES AS EXPLAINED IN 8c ARE APPLICABLE WHEN THE TEAM AT 70% HAS COMPETED IN THREE (3) FULL MATCHES NOT INCLUDING BYES, EVEN IF THE OPPONENT HAS NOT YET COMPETED IN THREE (3) MATCHES.

8d. EXEMPTION TO THE 70% / 75% RULE (8c above): The 70% and 75% rules are excluded from use whenever two teams in a match are within 5% (total league wins). Neither, the 70% or the 75% rule as explained in 8c above is used and no additional handicap is applied; when the win% difference between the two teams at the beginning of match is less than 5%.

Example: Joe's team is at 73.5% and the opponent is at 68.6%, the difference is 4.9%, which is less than 5%. Thus, the match is exempt from the 70% / 75% rule. The match is played using the normal league handicaps as found in the current league stats.

9. BYES: A team involved in a bye situation will receive 0 wins. **Dues are NOT required for the BYE!!**

10. AGE REQUIREMENTS: All players should be at least 21 years of age to play in league. If under 21, players must have prior approval from any location involved in the league.

11. DART WEIGHTS AND SIZE: Players may use their own darts, as long as they are unaltered factory issued darts and tips, do not exceed eight (8) inches in length, and do not exceed eighteen (18) grams each in weight. Otherwise, bar darts are available in each location.

12. START TIMES AND PROTEST PROCEDURES: League start time is 7:00 p.m. League matches may start earlier or later so long as both teams agree prior to the scheduled date of the match, or for leagues that are totally in-house, the bar owner may set a different league start time. If a team does not have all players present and able to start a match by 7:30 p.m., the team that is present should immediately call the league office 573-468-5347 ext. 400 and leave a voice message. The message is necessary to log time and give a report of the situation. At 7:30 the team not present will begin to forfeit as follows: one (1) win forfeited @ 7:40, another forfeited, @ 7:45, 7:50, 7:55 and a fifth (5) wins total @ 8:00pm. When opposing team arrives, begin the match as soon as possible. The dart machine will record actual start time. The league office will then award stats according to the circumstances and time. All efforts must be made to get a match concluded, even when it is started late. When there are problems, play the match then report details of the situation and let league officials help to decide how best to resolve a conflict related to start time.

Remember.... Eventually the match will be played, even if rescheduling becomes necessary. When penalties need to be assessed against a team for starting late, up to five (5) wins will be deducted from their final match score of the "late" team presuming all details are properly reported to the league office. The non-offending team will only receive the number of truly won games from the match.

Note: in case of an emergency affecting the delay of match play, the league officials will request the match be rescheduled at the convenience of the non-offending team (within reason due to rule see #14). As with any other rule discrepancies, a protest must be called into the league office immediately or within 18 hours after a match to effect postponing stats until a judgment is made to determine proper standings.

13. RESCHEDULING A MATCH; In case of extenuating circumstances (weather or an emergency) or for any other reason match play can be made up anytime prior to a mid-season or end of season, when both teams are in agreement. Contact numbers for team captains can be obtained by calling the league office. When a match is rescheduled **both team captains rescheduling** must contact league office prior to or within 18 hours of play. Failure to notify league office when making up a match may cause officials to lose the uncollected stats and will result in possible penalties for both teams depending on circumstances. All scheduled league matches must be played see rule #14.

14. NO MATCH FORFEITS ARE ALLOWED: Play-Mor Dart League does not allow match forfeits. All matches scheduled must be played. Teams failing to complete all matches may be dropped from the league standings and forfeit all monies and prizes earned - upon league directors decision.

All league schedules include an open night at the middle and end of each season. All teams must be prepared to play on any available night to resolve a missed match. The open mid-season nights are not the only time a match can be made up. It is every team's responsibility to make up any missed match, regardless of why the match was missed or who was at fault. The primary goal is to prevent a team from becoming a bye at mid-season or at the end of a season due to missed matches.

1ST HALF: Any match missed in the 1st half of season must be made up before the start of the second half of the season, or the team will be forfeited out and expelled from the league. All team scores for the first half of that league will be adjusted to reflect zero wins and losses associated with matches involving that now defunct team.

2ND HALF: Any match missed in the 2nd half of season must be made up on or before the final play-off night, depending upon the circumstances of the missed match and how the score might impact teams involved in the play-offs. Any matches not made up may result in one or both teams being forfeited out and expelled from the league, in which case all team scores in that league for the 2nd half will be adjusted to reflect zero wins and losses associated with matches involving those now defunct teams, however the scores from the first half will remain for the purpose of scoring of first half league results only.

NOTE: Use of league discretionary power in enforcing any rules related to a rescheduled match will be based upon both teams apparent willingness to play or reschedule a match. However, in any situation that appears to be a possible manipulation of stats by any team, league officials will allow the most advantageous consideration to the more willing team, with the offending team possibly being subject to rule #15.

14a, DETERMINING DARTBOARD PRIORITY DURING MAKE UP MATCHES AND REGULAR SCHEDULED MATCHES: In extreme cases, a match can be made up by playing back to back matches when teams are available and in agreement, or simultaneous matches when other league matches for both teams involved in the make up match are scheduled in a common location. Simultaneous matches are only allowed when there are enough dartboards to accommodate all of the regularly scheduled matches and a make up match at the same time. Regularly scheduled matches take priority when there are only enough boards to accommodate the regular scheduled matches. Make up matches must not interfere with regular scheduled matches.

14b, DETERMINING MATCH START TIME WHEN MAKE UP MATCHES ARE PLAYED SIMULTANEOUS TO REGULAR SCHEDULED MATCHES: When the same two teams play a make up match simultaneous to a regular scheduled match the score of the first match is recorded as the make up match and the score of the second match is recorded as the regular scheduled match. The dartboard with the earliest start time, according to the dartboard's computer, is considered the make-up match score and the board with the latest start time is considered the regular scheduled match score.

NOTE: All good sportsmanship rules will apply in the process of teams reaching an agreement on when to play a rescheduled match. The offending team should make every effort to accommodate the non-offending team. Both teams should seek a solution with an open mind and do what is in the best interest of their league. Find a date to play and then play the match.

15. ETHICS: Unethical conduct such as but not limited to: accepting or requesting gratuities from the Bar Owner, abuse of equipment, poor sportsmanship, unwillingness to make up a scheduled match or any attempt to manipulate league standings will be dealt with by league officials. Infractions may be grounds for forfeiture of: a game, a match, probation, expulsion from league including forfeiture of all league prize monies, banishment from a tournament or all tournaments for the season, to include forfeiture of any current position in any points standings and any and all other prizes and monies earned. The level or degree of any punishment assessed by and at the league is within the league's discretion. The league's interpretation of severity of any situation will impact the level of penalties.

If or when a team or team member is put on probation or expelled from league, the league will make an effort to notify all team captains in that division. A team that is expelled from the league, may be expelled from the league for no less than one season or a team member that is expelled from the league, for no less than one year (at league discretion.)

NOTE: For the purpose of this rule "anything of value" is considered to be a gratuity.... including but not limited to shirts, drinks, food, and money or as could be considered "anything of value".

16. THROW LINE: All Galaxy games have foul lines positioned eight feet from line on Galaxy. Players throw from behind the foul line. Players will be allowed to lean across the foul line with their trail foot, as long as their trail foot does not touch the floor before the dart scores. If a player commits a first foot fault, a warning should be issued, if repeated the player should be reported to the league office for possible disciplinary action.

17. MACHINE ERRORS: The dart machine is **ALWAYS RIGHT**, however (see rules 25-29), If the machine is not operating correctly, both team captains must decide whether to play, call a repair person, move to another board within the same location, or reschedule the match. All missed matches must be played and league office must be notified. If it is necessary to reschedule a match due to a board malfunction, it may be necessary to be start over unless both teams can agree to the correct score from the partial match or unless stats are able to collect from the board for the partial match. Teams must notify league office immediately of any stats that need credited due to a board malfunction. Any manual scoring done by players during a league match that is not reported can result in forfeit of wins for guilty party and other severe penalties.

18. TEAM CARD MALFUNCTIONS: If there is a problem with the team card you have been issued, you must notify the Dart League Office of any changes to be made by calling 1-573-860-5346 ext. 400 or 230

19. FREEZE NIGHT AND PLAY-OFF NIGHT RULES ARE AS FOLLOWS:

No league fees are required for any Play-Off Match, play-offs are only to determine overall league standings.

League schedules consist of a number of matches necessary to play all other teams in the division at least twice, sometimes more. All league schedules will include an open night. Open nights will also be the first freeze night and will be scheduled at the middle of the total number of matches or after every team has played all others at least once. Freeze Night at the middle and very end of each season will lock in the 1st and 2nd positions and will also show all the other positions for either half of the season. **Overall play offs will immediately follow the end of all scheduled play to determine league champions through 3rd place.** Provided there were no more than 3 teams from both freeze nights occupying the 1st and 2nd positions, as is normal. If in an unusual situation there are 4 teams in those top positions there will be additional play-offs when needed to determine the top 4 positions overall. Example the two 1st place freeze night teams will play for championship with the loser being awarded 2nd overall the two teams that finished 2nd at freeze night will play for 3rd and 4th place overall. This means in order to guarantee a chance to compete for the league championship, a team must be in first place at either freeze night.

All win and loss stats will start over the week following mid season freeze night, however to provide for the 70% rule, all win % will be carried over throughout the entire season.

No subs for End of Season play-off night unless sub has played at least six times for that team. Any team that finished in 1st or 2nd at Mid Season Freeze will then compete on play-off night after the End of Season Freeze; Teams will be required to play their matches with their best team handicap (established from either freeze night.) What this means

for example is that if you finished 1st or 2nd with a higher win % at Mid Season Freeze, than your current win %, you will play the match with the higher win %. If your win % is higher for the End of Season Freeze you will use that.

***FURTHER EXAMPLE:** Team A won 1st place at Mid Season Freeze at 70.4%, then finished 3rd at the End of Season Freeze with 59.9%, they will use their higher win% of 70.4% to play the **Over All End Of Season Play-Off** match against Team B for 1st place to determine the Overall League Championship. All other overall league positions 3rd place through last place will be determined by total games won during entire season played. The Championship match will be played at home team bar of the team with the most overall wins. **If two teams tie at Mid Season Freeze Night (example tied at 2nd or tied at 4th), the League will award a leader based on the score of the first time those two teams met during regular league play that season. If two teams are tied going into End of Season Freeze Night, the League will take the stats from the last time those teams competed and will award that freeze position to the team that won.**

20. SUB NAME ON GAME: All subs and new players must enter their full name, first and last, in the name screen. If a full name is not entered the first night of league play, the team may be required to forfeit any games that, the sub wins and that player will not receive a PPD handicap for future play. All sub information (full name, address, birth date, phone number, and email address) must be provided to league office prior to league play. (See Rule 2a)

21. ILLEGAL PLAYERS: If a player is found to have played illegally in a match, all games that the illegal player participated in will be deducted from the team that the player, played for.

22. BAR COVER CHARGES: Bars will not charge a cover to dart players, during league play.

23. DELAY OF MATCH: An unnecessary delay of match or intentional stalling constitutes a foul. Non-offending team should report any problems to league office within 18 hours to initiate any possible disciplinary action. Reasonable time between shooters is 1-3 minutes with 5 or more minutes subject to disciplinary action.

24. RELEASING A PLAYER: A player released from one team wanting to play for another team, must have written permission from the original team captain, filed with the league director.

25. FLIGHTING A DART: A dart thrown that sticks, but does not score or appear on the darts thrown count on the monitor, due to a **game malfunction**, may be scored manually by agreement of both teams... but **only if agreed upon**. Immediately refer to rule #26 and #17. Note: A dart may "flight" another dart as it goes in. If the dart counted on the monitor then these should **not** be manually scored. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by manual scoring and only with both teams in agreement.

26. PLAYER SHOOTING ON OPPONENTS TURN: It is each player's responsibility to see that the machine is displaying that players name and the "throw darts" is displayed prior to throwing any darts. Darts thrown prematurely can be lost. However, if that player throws when the machine is displaying an opponent's name, the opponent accepts the score and the player loses that dart (or darts), then shoots the remainder of his darts for that round when his name and the "throw darts" becomes displayed.

27. PLAYER SHOOTING TOO MANY DARTS: If a player mistakenly throws extra darts while throwing manual handicap darts in the non automatic handicapping rounds that player will loose that same number of darts in their next full turn.

28. PLAYER SHOOTING ON A TEAMMATES TURN: If in team play, a player throws when the machine is displaying the name of that player's partner, that team loses the next players turn in line immediately, they will push the player change button, after the correct player as identified by the game shoots any remaining darts that they still have left in that turn.

29. GAME ENDS UNDER A FOUL: If a player ends a game while committing #28 their team will forfeit that one game if it is reported to the league office for scoring correction within 18 hours of the match.

30. EXPLANATION OF PLAYER LEAGUE FEES AND BAR SPONSORSHIP: Players pay \$6.00 per week in dues. Bars may sponsor teams up to \$40 cash or \$40 in value, per team. Bar sponsorship is done on a voluntary basis. The bar sponsorship may be cash, bar credits, vouchers or any other item of value that is made available by the sponsoring bar to all teams in the league based upon the outcome of all the teams in a league. Commitments for any added bar sponsored prize money or other prizes are provided to the league office prior to start of each league.

The details are explained in the league team packs at the start of each league. Once a bar commits to awarding the cash, bar credit or any other type of prize, it is the bar's responsibility to see that the prize is awarded at league's award ceremony. League fees are distributed as follows:

\$2.00 from the \$6.00 weekly player dues is used to help pay for league administration cost:

- labor,
- phone calls,
- postage,
- insurance,
- office equipment,
- office supplies,

Play-Mor Coin-Op sponsors each league and pays the bulk of this cost.

\$3.00 from the \$6.00 league player fee is held in escrow to be repaid to each league in prize fund money on the awards night. A small portion of this prize money is used to pay for the league's plaques. The balance is paid back in cash to each team in the division based on the number of wins earned during league play.

The last \$1.00 from the \$6.00 league player fee is also re-paid to each league in prize money on the awards night. This portion of prize money plus all bar sponsored money provided is paid-out as follows:

- **50% is added to the "win money" for 1st place.**
- **30% is added to the "win money" for 2nd place.**
- **20% is added to the "win money" for 3rd place.**

31. **PAYING LEAGUE DUES:** On each league night all dues money from both teams is placed in one envelope and inserted into the slot on the game. This should be done before the match begins. Both teams use one envelope. Remember to **sign, date, and put amount enclosed on the envelope**. Each captain will count the opposing teams money before league play begins and will be responsible for dropping the envelope in the machine. Any shortages will be charged to both teams unless properly explained on the envelope and signed by both captains. The match should not be played until both team fees have been placed in the machine. Failure to place team dues in the machine will result in a team fine of \$10.00 for the first infraction. Any additional infractions will result in forfeiture of all monies and awards at league discretion. **NO CHECKS ALLOWED FOR TEAM FEES.** There will be a 20% or \$10 maximum fee per check used to pay team fees. The penalty fee will be deducted from team winnings if fee is not added to the written check amount.

32. **CAPTAINS ARE RESPONSIBLE FOR TEAM DUES:** The team captains are responsible for collecting all team dues and players are responsible for their own quarters for the machine. The team is also responsible for total team money regardless of how many players show.

33. **LOST CARD COST:** Team is responsible for returning Team Card at end of season at Awards Ceremony. If team card is not returned, officials will retain \$25.00 from the team's league prize money. The \$25.00 is refundable when league card is returned. Note, league does not wish to profit from team cards, the cost of card to is \$25.00 please do not lose card!

34. **NON EXCLUSIVE PLAY-MOR LOCATION, FEES:** Sponsorship fees for all other locations will be \$10.00 per team per night. This will include any location that does not either A) have exclusively and only Play-Mor Coin-Op, coin operated games in their facility or B) any location that has not granted first right of refusal to Play-Mor to place coin operated games in their facility. Note: in all cases Play-Mor Coin-Op must at least provide coin operated dart games to the location to facilitate the league services.

35. **PRIZE MONEY, AWARD CEREMONY AND PLAQUES:** 1st, 2nd, and 3rd place teams will receive team plaques, 1st place team will also receive individual plaques for the four primary players (4 people with most weeks played). If the team desires more than four individual plaques they must notify officials, and pay cost of any extra plaques. All money and plaques are distributed at the awards ceremonies only. Failure to appear at awards ceremony may result in forfeiture of all prize money and plaques. The awards ceremonies are normally on the same night as league but some may be scheduled differently due to bar owner request. Check league stat cover page for updates on Award

Ceremony. The location with the most teams **at the end of the season** will host the award ceremony. In case of a tie the location with the first place team will host the awards ceremony.

36. OTHER TEAM CAPTAIN RESPONSIBILITIES: All team captains are responsible for their team adhering to all league rules. Captains must make available to league officials; their contact information and agree to allow this information, i.e., their name and phone numbers to be distributed among the other team packs in their league for the purpose of assisting in rescheduling missed matches. NOTE: if privacy of information is required in some cases, league office will have information available upon request; call 573-860-5346 ext. 400.

37. GENERAL SPORTSMANSHIP STATEMENT: These rules are meant to provide a foundation for an enjoyable experience playing darts. Please never use any rule out of the context for which it was written, in doing so you may be causing more problems than the rule was originally meant to help prevent. Never allow misplaced competitiveness to over shadow the real purpose of the league. Common sense and good sportsmanship will always solve a problem if you will allow it. **THROW DARTS, RELAX AND HAVE FUN!!!!!!**

HOW THE LEAGUE HANDLES A PROTEST

After the league receives a protest of a match, we first refer to the rules to make sure there is a reasonable dispute. If there is no clear rule to resolve the dispute, the league then forms a committee of five league players at random, not involved in the dispute. In forming the committee, we contact each member by phone. The situation is explained and described to each member so that they may have a clear understanding of the facts. ALL player names and team names are withheld from all members on the committee. After the dispute is explained to the committee members, we ask them for their opinion of how the situation should be handled. We then take the majority vote to determine the outcome. Again, if there is a rule pertaining to the situation, the league retains the right to determine the actions needed.

Play-Mor Dart League will not tolerate any poor sportsmanship or unethical conduct. Any aggressive or abusive behavior of any kind will result in penalty. We reserve the right to address any misconduct once reported stemming from any darting activity including but not limited to: League night or any other sanctioned league function. Bad behavior will result in disciplinary action and or expulsion from this program.