

# *FISCHELS DART LEAGUE RULES.*

## *BAR OWNERS REQUIREMENTS & FEES:*

1. Must have dart board owned by Fischels Music.
2. Sponsor Fees:       \$20.00 per 4 person team  
                              \$20.00 per 2 person team
3. The home bar must provide 4 close seats for visiting team.
4. The bar is responsible for any team that drops out of league.  
    Their options:       1. Find replacement team.  
                              2. Pay the nightly fees for the remainder of the season.

## *PLAYER & TEAM REQUIREMENTS & FEES:*

### **ALL LEAGUES START AT 7:00 REAL TIME.**

1. Players must be legal drinking age to play league.
2. Nights of play:

#### **WATERLOO LEAGUES:**

- MONDAY -       WOMENS: 4 WOMEN ONLY.
- TUESDAY -     OPEN CHICAGO: 2 PEOPLE M OR F
- WEDNESDAY -  OPEN: 4 PEOPLE M OR F.
- THURSDAY -   MIXED: 2 MEN - 2 WOMEN ONLY.

#### **CEDAR FALLS LEAGUES:.**

- WEDNESDAY -  OPEN (4 PERSON): 2 PEOPLE M OR F.  
                  SUMMER SEASON IS 2 PERSON.

4. Each team must appoint one person as team captain.
5. All players must be sanctioned. Sanction fee is \$8.00. **ALL SUBS MUST SANCTION THERE 1<sup>ST</sup> NIGHT OF PLAY.** If they do not pay sanction fee I will deduct it from the teams winnings at the end of the year.
6. **Nightly fees:** To be collected by home team captain on league night.

#### **WOMENS, MIXED & CEDAR FALLS:**

\$5.00 per person. Total \$40.00/160 credits all money must be deposited before the start of match.

#### **CHICAGO & ALL 2 PERSON TEAMS:**

\$8.00 per person. Total \$32.00/128 credits all money must be deposited before the start of match.

#### **OPEN I & II:**

\$5.00 per person. Total \$40.00/160 credits all money must be deposited before the start of match.

#### **SCORING:**

1. Darts must be thrown when green throw light is lit. Darts thrown before the light comes on may not be re-thrown or manually scored.
2. If dart misses the board or doesn't stick it counts as a thrown dart.
3. The score recorded by the machine is the score the player receives. Players accept that the machine is always correct.

(NOTE: in case of an obvious machine malfunction the back-up button on the left side of the board can be used)

(OVER)

4. The bull eyes will be "SOLID" in 01 games. And "SPLIT" in cricket games.
5. Darts in the board may not be touched until "PLAYER CHANGE" button has been pushed

6. Each player must make sure that the machine is displaying the correct player position and that they are shooting in the designated order.

#### **301 & 501 RULES:**

1. Starting time 7:00 Real time. Forfeit for team not there by 7:30.
2. No practice games started after 7:00 unless the other team agrees.
3. The object of 301 & 501 is for a player to get to exactly 0. Freeze rule in effect (see rule 5)
4. The player must throw from the foul line. Their foot may be on but not over the front edge of the line. 2 warnings will result in lose of turn.
5. Freeze rule: When a player score is zero, their partners score must be equal to or less than the opposing teams combined score for that team to win. If their partners score is greater than the opposing teams score the opposing team wins. (any or all darts may be passed by a player that is froze.)
6. If round limit is reached the game is over, do not continue.

#### **CRICKET RULES:**

1. The object of cricket is to close the numbers 20,19,18,17,16,15 and bull eyes in any order, before your opponents and have equal or greater number of points.
2. A number is closed by hitting 3 marks, where a triple = 3 marks, double = 2 marks, single = 1 mark, an outer bull = 1 mark, and an inner bull = 2 marks.
3. If a player scores more than 3 marks before the opponents have closed that number, the player scores the corresponding point total of extra marks.
4. If round limit is reached the game is over, do not continue.

#### **FOULS:**

##### **LOSE OF TURN FOULS:**

1. Distracting behavior while a player is throwing.
2. Shooting out of turn.
3. Manually scoring darts. (exception stuck dart is showing.)
4. 2nd warning on foul line.

##### **LOSE OF GAME FOULS:**

1. Ending a game when throwing out of turn.
2. Game malfunction caused by player abuse.

**These rules will not cover everything that may occur, in which case if the teams can resolve a problem in a way that both teams agree on, that decision will be final.**

**Captains will handle any problems that occur.**

**Good sportsmanship and common sense is to be used at all times.**

**Its just a game!**

#### **SUBS:**

1. No more than 2 subs per night unless approved by the other team. If there is a total team replacement, this must be approved by the league coordinator.
2. Once a sub starts they must finish the night.
3. A regular player for a team in the same division cannot sub for another team.
4. A sub player can sub for any team.
5. All subs must sanction the 1st night they play. Sanction fee is \$8.00
6. WOMENS - ONLY A WOMAN CAN SUB.  
MIXED & MIXED CHICAGO - MAN FOR MAN WOMAN FOR WOMAN.  
OPEN, CHICAGO AND CEDAR FALLS - A MAN OR WOMAN CAN SUB.
7. In case a sub can not be found 3 players can play using a dummy score, manually bringing the points down to 210 points for 301 games, 350 points for 501 games and 3 bullseyes per game for cricket. Only 1 dummy score can be used, if more than one person is missing it is a forfeit.

#### **MAKEUP MATCHES:**

1. Any matches not played must be made up before the end of the season. Any games not made up by the end of the season will be forfeited.