

Fischels Music reserves the right to REFUSE service to ANY player or ANY team

DART LEAGUES:

Mon – Wloo, 2 person, Game format 3-501, 3-cricket, 3-501, 3-cricket

Tues – Wloo, 2 person, Game format 6-501, 6-cricket.

CF, 2 person, Game format 6-501, 6-cricket.

Wedn- CF/ Wloo, 2 person, Game format 3-501, 3-cricket, 3-501, 3-cricket.

Thurs -Wloo 2 person, Game format 6-501, 6-cricket.

CF 2 person, Game format 6-501, 6-cricket.

Wav 2 person, Game format 6-501, 6-cricket.

All leagues are NDA sanctioned and qualify you for the State, Regional and National dart tournaments. You need 96 games to qualify for the State dart tournament.

STATE TOURNEY REGISTRATIONS:

Mail to: Fischels Music, 720 Commercial St, Waterloo, IA 50701!

How to enter a team:

- 1st form a team for any of the divisions, All players must be at least 21 years of age.
- Find a location with a Fischels Music dart board, list available in Places to Play.
- Talk to owner or manager about sponsoring your team, this is usually not a problem unless they have filled all their team spots. 2 teams per board, per night.
- Sign-up online with the link on the dart page on fischelsmusic.com.

FISCHELS DART LEAGUE RULES:

PLAYER & TEAM REQUIREMENTS & FEES: ALL LEAGUES START AT 7:00PM ON THE LEAGUE NIGHT SCHEDULED. If you are not there, with no communication by 715, it is a forfeit and you will be dropped from the league.

1. Players must be legal drinking age to play league.

2. Nights of play:

WLOO LEAGUES: Evansdale, Gilbertville and Waterloo

MONDAY- 2 Person

TUESDAY- 2 Person

WEDNESDAY- 2 person

THURSDAY- 2 person

CEDAR FALLS LEAGUES: Cedar Falls

TUESDAY - 2 PERSON

WEDNESDAY- 2 person

THURSDAY- 2 person

COUNTRY LEAGUE: Dike, Grundy Center, Reinbeck

TUESDAY - 2 PERSON

WAVERLY LEAGUE: Waverly/Nashua/Denver

THURSDAY- 2 PERSON

3. Each team must appoint one person as team captain.

4. All players must be sanctioned. Sanction fee is \$15.00. Place in a clearly marked envelope with who is paying their sanction fees and put in the slot on the right side of the board and let Andy know which board you put it in. If you are sanctioned with another operator let Andy know.

ALL PLAYERS and SUBS MUST SANCTION THEIR 1st NIGHT OF PLAY. If not paid on first not you forfeit all 12 games. Let us know that you have put your sanctions in the dart board and what location. For subs first and last names must be put into the board. If you know your sub you can call it into us the day you play by 12pm and they will be added to your team.

5.Nightly fees: To be put into dart board.

2 PERSON TEAMS:

\$13.00 per person. Total \$52.00/208 credits all money must be deposited before the start of match.

6. If you can not play a night you may get a sub, if you can not find a sub you can call your opponent and ask to reschedule. Andy must be notified of any rescheduled matches. Rescheduled matches shall be played where the match was originally scheduled and within 2 weeks of the scheduled match. Both teams must let Andy know and the home team needs to let the location know as well. The locations phone number is listed on the schedule and is a

landline, All games must be played before last night of season. NO TEXTING. The Captains phone is on the schedule as well.

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 which is the up arrow on the board can be used, other team needs to verify)
- 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.

501 RULES:

- 1.** Starting time 7:00 Real time. Forfeit for team not there by 7:15.
- 2.** No practice games started after 7:00 unless the other team agrees. You can Not throw on another board in between games.
- 3.** The object of 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 loss 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 frozen.)

CRICKET RULES:

- 1.** The object of cricket is to close the numbers 20,19,18,17,16,15 and bulls 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:

LOSS 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.

LOSS 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. It's 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. 1 sub for 2 person teams.
- 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.** A sub must play under their own name, FIRST and LAST NAME.
- 6.** Subs can adjust their PPD or MPR to be the same as theirs with another Vendor. Andy can put that in when you notify him of who your sub is in advance, by 2pm the day of your match. You can have up to 6 subs on your team but only the first 4 will show up on the dart boards. It is best if you tell who your subs are at the beginning of the season, so that they will be ready to go when you need them. If you fail to put in first name and last name or enter wrong stat average you will automatically lose all 12 games.
- 7.** All subs must sanction the 1st night they play. Sanction fee is \$15.00.
- 8.** In case a sub can not be found you can play using a dummy score, manually bringing the points down to 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.

UNPLAYED MATCHES:

- 1.** Any matches not played must be made up within 2 weeks of scheduled date or those games will be forfeited and match fees will be taken out of

your payout at the end of the season. Matches must be played before last night of the season. Any forfeit and all matches (in time frame) against other teams will be taken away as well. A forfeit means no payout for that team at end of the year.

Smoke Breaks:

You are allowed 1 smoke break per night (Half time is the best time to do this) unless both teams agree.

This is the biggest complaint. Respect others time. You are here to play league.

Andy Fager 319-243-0231