

**SHAFFER ENTERTAINMENT LEAGUE RULES 2015**  
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01. THROWING LINE WILL BE 8' FROM FACE OF THE BOARD. YOU MAY STEP ON, BUT NOT OVER THE LINE BEFORE RELEASING YOUR DART. IF YOU DO SO, 2 WARNINGS WILL BE GIVEN. FIRST TIME WILL RESULT IN THE LOSS OF NEXT DART; SECOND TIME WILL RESULT IN THE LOSS OF THE GAME.
02. IF A DART IS THROWN BEFORE MACHINE IS READY, YOU LOSE THAT DART.
03. A DART THROWN IS A DART SHOT. DROPPED DARTS MAY BE PICKED UP AND THROWN.
04. YOU MAY SCORE ANY DART THAT STICKS IN THE BOARD AND DOESN'T COUNT AS LONG AS YOU DIDN'T THROW BEFORE YOUR NAME IS IN YELLOW. YOU SHOULD PROCEED TO COUNT IT BEFORE ANOTHER DART IS THROWN. TO AVOID ANY CONTROVERSY, THE OPPOSING TEAM CAPTAIN MUST SCORE DART.

**PLAYER THROWS OUT OF TURN**

05. IF A PLAYER THROWS OUT OF TURN:
  - A.) MACHINE IS BACKED UP TO CORRECT POSITION.
  - B.) IN THE EXCEPTION OF HANDICAP ROUND THE PLAYER THAT THREW OUT OF TURN LOSES NEXT ROUND.
  - C.) ANY POINTS THAT WERE SCORED DURING HANDICAP ROUND REMAINS ON THE PLAYERS TURN THAT WAS TAKEN.
  - D.) IF THE PLAYER THROWING OUT OF TURN ENDS THE GAME, THEY WILL LOSE THAT GAME. VIOLATION MUST BE REPORTED WITHIN 24 HOURS TO SHAFFER ENTERTAINMENT DURING BUSINESS HOURS 8:00 A.M. – 5:00 P.M. MON-FRI.
  - E.) IF THE PLAYER THROWS IN PROPER POSITION, BUT ON WRONG PLAYER'S SCORE AND REALIZES THEIR MISTAKE BEFORE THREE DARTS ARE THROWN, THEY MAY REPOSITION THE GAME TO THE PROPER LOCATION AND THROW THEIR REMAINING DARTS.
06. YOU MAY PASS ANY OR ALL OF YOUR DARTS AT ANY TIME.
07. DARTS CANNOT EXCEED 18 GRAMS IN WEIGHT OR 8" IN LENGTH.
08. AS SOON AS ANY PLAYER REACHES "0" IN A 301 OR 501 GAME, THE GAME IS OVER, IF THE PLAYER IS NOT FROZEN. "FROZEN" IS WHEN THE OPPONENTS TOTAL SCORE IS LOWER THAN YOUR PARTNER'S SCORE. IF YOU TAKE OUT THE GAME WHEN YOU ARE FROZEN, YOU LOSE THAT GAME.

**STARTING TIME**

09. STARTING TIME IS 7:30 P.M. IF A TEAM IS NOT PRESENT AT 7:40 P.M. THE FIRST GAME IS FORFEITED. BY 7:50 THE SECOND GAME IS FORFEITED AND BY 8:00 ALL GAMES ARE FORFEITED. IF YOU ARE GOING TO BE LATE, BE CONSIDERATE AND CALL BEFORE 7:30. NO ONE WANTS TO WIN BY FORFEIT; WE'RE ALL HERE TO PLAY DARTS! ALL GAMES FORFEITED MUST BE REPORTED TO SHAFFER ENTERTAINMENT WITHIN 24 HOURS DURING BUSINESS HOURS 8:00 A.M. – 5:00 P.M. MON-FRI.

**RESCHEDULE**

10. ANY MATCH RESCHEDULED NEEDS TO BE PLAYED AND COMPLETED ON OR BEFORE THE LAST NIGHT OF LEAGUE PLAY. IF MATCH IS NOT COMPLETED THE BELOW FORFEIT RULE WILL BE USED. NO EXCEPTIONS.

**FORFEIT**

11. A.) ON ANY FORFEIT, THE FORFEITING TEAM WILL RECEIVE ZERO WINS. THE OPPOSING TEAM RECEIVES 70%. BOTH TEAMS MUST STILL TURN IN THEIR LEAGUE FEES. FORFEITING TEAMS MUST PAY PRIOR TO THE NEXT MATCH. ANY TEAM FORFEITING TWO WEEKS IN A ROW WILL BE DROPPED FROM THE LEAGUE. ALL GAMES PLAYED BY THAT TEAM WILL BE DELETED FROM THE STANDINGS. TEAMS DROPPING OUT OF LEAGUES FORFEIT ALL MONIES PAID IN. YOU MUST PLAY THE LAST MATCH TO RECEIVE ANY TEAM WINNINGS.
- B.) THE TEAM RESPONSIBLE FOR RESCHEDULED MATCH NOT BEING COMPLETED WILL BE HELD RESPONSIBLE FOR BOTH TEAMS LEAGUE FEES. NO EXCEPTIONS.

### **SUBS**

12. AT THE START OF LEAGUE PLAY, 7:30 P.M., IF A TEAM HAS 4 REGULAR PLAYERS PRESENT, THEY MUST PLAY THOSE PLAYERS. YOU MAY NOT USE A SUB. YOU MUST USE THE "151" RULE IF A PLAYER CANNOT PLAY. (SEE RULE 14) YOU SHOULD WAIT UNTIL ALL PLAYERS ARE PRESENT TO ENTER TEAMS INTO THE MACHINE. ONCE THE MACHINE IS LOADED WITH THE PLAYERS, THAT IS WHO MUST PLAY. YOU CAN NOT MAKE ANY CHANGES AFTER THE MACHINE IS SET UP.
13. A.) IF BOTH TEAM CAPTAINS AGREE TO LET A SUB PLAY, THERE CAN BE NO PROTEST ENTERED. THIS DOES NOT PERTAIN TO THE LAST TWO WEEKS OF SCHEDULED LEAGUE PLAY WHERE YOU CAN NOT HAVE ANY NEW SUBS.
- B.) A "MASTER PLAYER CAN NOT SUB FOR AN "A" PLAYER.
- C.) AN "A" PLAYER CAN NOT SUB FOR A "B" PLAYER.
- D.) AN "A" MAN CAN NOT SUB FOR AN "A" LADY
- E.) IF THERE IS ONLY ONE LEAGUE SAY: WED OPEN – ANYONE CAN SUB FOR ANY PLAYER.

### **151 RULES/SUBS**

14. "151" RULE: YOU MUST USE THIS RULE WHEN YOU DO NOT HAVE ALL YOUR PLAYERS PRESENT. WHEN YOUR "151" PLAYER'S TURN IS UP YOU MUST GIVE THEM 150 POINTS AND THAT IS WHERE THE SCORE STAYS. DURING CRICKET GAMES, NO POINTS ARE TAKEN OFF THE SCORE. THE "151" PLAYERS PARTNER MUST PLAY ALONE PASSING EVERY OTHER TURN.
- A.) ALL SUBS WILL SHOOT WITH 0 FIRST NIGHT, HANDICAP DETERMINED BY MACHINE AFTER FIRST NIGHT
- B.) THEY MUST BE SANCTIONED THE FIRST TIME THEY PLAY. THIS FEE MUST BE PAID BEFORE MATCH STARTS.
- C.) TWO SUBS CAN BE USED ON ANY GIVEN NIGHT, OTHERWISE THE "151" RULE WILL BE IN EFFECT (REFER TO RULE 14).
- D.) ALL SUBS MUST BE RANKED EQUAL OR LOWER THAN PLAYER THEY ARE SUBBING FOR, (A) PLAYERS FOR (A). (B) PLAYS FOR (B).ETC. EXCEPT (A) LADIES CAN SUB FOR (B) MEN AND LADIES HIGH LEAGUE AN (A) LADY CAN SUB FOR A (B) LADY.
- E.) IN THE LAST TWO WEEKS YOU CAN USE ANY PLAYER WHO HAS PREVIOUSLY PLAYED OR SUBBED IN THE CURRENT SHAFFER ENTERTAINMENT LEAGUES AS LONG AS THEY ARE RANKED EQUAL OR LOWER THAN THE PLAYER THEY ARE SUBBING FOR.
- F.) NO PLAYER CAN PLAY FOR THEIR REGULAR TEAM AND SUB FOR ANOTHER OR SUB FOR TWO TEAMS AT THE SAME TIME.
- G.) ALL SUBS THAT ARE TO BE MADE REGULARS, MUST INFORM SHAFFER ENTERTAINMENT DURING BUSINESS HOURS 8:00 A.M. – 5:00 P.M. M-F 24 HOURS OF GAME PLAYED.
15. A.) WEDNESDAY LOW LEAGUE NO (A) MEN. THIS IS A LOW LEAGUE!
- B.) LADIES HIGH LEAGUE CAN HAVE 4 (A) LADIES.