

SHAFFER ENTERTAINMENT DART LEAGUE RULES

DART LEAGUE COORDINATOR: TOM CECKITTI

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GAMEPLAY

01. THROW LINE WILL BE 8' FROM FACE OF THE BOARD. YOU MAY STEP ON, BUT NOT OVER THE LINE BEFORE RELEASING YOUR DART.
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.
05. IF A PLAYER THROWS OUT OF TURN:
 - A.) MACHINE IS BACKED UP TO CORRECT POSITION.
 - B.) 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 BUSINES HOURS 8:00 A.M. – 5:00 P.M. MON-FRI.
06. YOU MAY PASS ANY OR ALL OF YOUR DARTS AT ANY TIME.
07. DARTS CANNOT EXCEED 20 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.
09. ONCE MATCH PLAY STARTS PLAYERS CANNOT THEIR SHOOTING ORDER UNTIL ALL SINGLES OR DOUBLES GAMES HAVE BEEN PLAYED IN THE MATCH.

STARTING TIME

10. STARTING TIME IS 7:00 P.M. 6:00PM ON SUNDAYS (UNLESS NOTED DIFFERENTLY). IF A TEAM IS NOT PRESENT BY 8:00 ALL GAMES ARE FORFEITED UNLESS THE MISSING TEAM CALLS AND RESCHEDULES. IF YOU ARE GOING TO PLAY REMOTE OR BE LATE, PLEASE BE CONSIDERATE AND CALL BEFORE 7:00. 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.
11. ALL MATCHES SHOULD BE COMPLETED BY 10:30PM

RESCHEDULE

12. ANY MATCH RESCHEDULED SHOULD BE PLAYED AND COMPLETED NO LATER THAN 2 WEEKS AFTER THE ORIGINAL MATCH DATE, UNLESS BOTH TEAMS ARE IN GOOD COMMUNICATION WITH EACH OTHER AND ARE WORKING ON A MUTAL PLAY DATE. IF MATCH IS NOT COMPLETED THE FORFEIT RULE WILL BE USED AGAINST THE TEAM THAT WAS THE INITIAL REASON FOR THE RESCHEDULE. IN THE LAST 2 WEEKS OF THE SCHEDULE THE MATCH MUST BE PLAYED BY THE END OF THAT CURRENT WEEK OR PRE PLAYED AT A TIME AGREED UPON BY BOTH TEAMS.
13. ALL UNPLAYED MATCHES MUST BE COMPLETED AT LEAST 2 DAYS BEFORE ANY SCHEDULED LEAGUE FINAL/PLAYOFF FOR THAT DIVISION.

FORFEITS

14. ON ANY FORFEIT, THE FORFEITING TEAM WILL RECEIVE ZERO WINS. THE OPPOSING TEAM RECEIVES 51% OF THE WINS FOR THAT MATCH. FORFEITS WILL AFFECT THE FINAL PAYOUTS.
15. ONCE A TEAM RECEIVES THEIR 3RD FORFEIT AND ARE DROPPED FROM THE DIVISION, THE REMAINING MATCHES ON THE SCHEDULE WILL BECOME BYES FOR THE REST OF THE TEAMS. TEAMS REMOVED FROM THE LEAGUES WILL FORFEIT ALL MONIES PAID IN. YOU MUST PLAY THE LAST SCHEDULED MATCH TO RECEIVE ANY TEAM WINNINGS.
16. FORFEITS MUST BE CALLED IN TO THE SHAFFER LEAGUE OFFICE TO BE VALID. (614)-299-4141

SUBS

17. THE LAST TWO WEEKS OF SCHEDULED LEAGUE PLAY YOU CAN NOT HAVE ANY "NEW PLAYER" SUBS. A NEW PLAYER IS SOMEONE WHO HAS NOT PLAYED AT ALL IN THE CURRENT SHAFFER LEAGUE SEASON. A LEGAL SUB MUST HAVE PLAYED AT LEAST 2 WEEKS / 2 FULL MATCHES.
18. PLAYER STARTING AVERAGES WILL BE BASED OFF OF PLAY DURING THE PREVIOUS YEAR. AVERAGES WILL GO BY THE FIRST NUMBER AFTER THE DECIMAL. EXAMPLE: A 27.46 WILL PLAY AS A 27.4
19. TEAMS MUST START THE SESSION AT OR UNDER THE POSTED TEAM PPD CAP. IF A TEAM GOES OVER THE TEAM CAP BY MORE THAN 2.5 POINTS DURING THE SEASON THEY COULD BE UP FOR EVALUATION AND POSSIBLE REMOVAL FROM THE DIVISION.
20. TEAMS MUST HAVE AT LEAST 1 REGULAR ROSTERED PLAYER EACH NIGHT. CAN NOT PLAY A MATCH WITH ALL SUBS.
21. A PLAYERS RATING MUST BE AT OR LOWER THAN THE STATED REQUIREMENTS FOR THAT DIVISION AT THE START OF THE SESSION.

151 RULES/SUBS (CONT)

22. "151" RULE: YOU MUST USE THIS RULE WHEN YOU DO NOT HAVE ALL YOUR PLAYERS PRESENT. WHEN YOUR "151"/MISSING PLAYER'S TURN IS UP YOU MUST GIVE THEM 150 POINTS IN THE FIRST ROUND AND THAT IS WHERE THEIR SCORE STAYS. DURING CRICKET GAMES THE MISSING PLAYERS TURN WILL BE SKIPPED. THE "151" PLAYERS PARTNER MUST PLAY ALONE PASSING EVERY OTHER TURN.
 - A.) ALL NEW SUBS WILL SHOOT WITH THE LEAGUE DEFAULT HANDICAP THE FIRST NIGHT IN THE PROGRAM, UNLESS A KNOWN AVERAGE IS HIGHER. AVERAGE WILL BE DETERMINED BY MACHINE AFTER FIRST NIGHT. IF THEY PLAY IN OTHER DIVISIONS THEIR SUB AVERAGE WILL BE THEIR OVERALL AVERAGE FROM ALL DIVISIONS.
 - B.) IN THE LAST TWO WEEKS OR LEAGUE FINALS YOU CAN USE ANY PLAYER WHO HAS PREVIOUSLY PLAYED OR SUBBED IN THE CURRENT SHAFFER ENTERTAINMENT LEAGUES AS LONG AS THEY ARE EQUAL TO OR LOWER IN AVERAGE THAN THE PLAYER THEY ARE REPLACING.
 - C.) NO PLAYER CAN PLAY FOR THEIR REGULAR TEAM AND SUB FOR ANOTHER OR SUB FOR TWO TEAMS AT THE SAME TIME ON THE SAME NIGHT.
 - D.) 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.
23. IF A PLAYER PLAYS ON 2 SEPARATE NIGHTS IN THE SAME DIVISION LEVEL, AND THOSE TWO NIGHTS ARE ADDED INTO THE SAME LEAGUE FINAL, THEY MUST CHOOSE A TEAM TO PLAY FOR BEFORE THE TOURNAMENT STARTS. THEY MAY ADD A SUB FOR THE FINALS AS LONG AS ITS UNDER THE SUB GUIDELINES.
24. IN ORDER FOR A SUB TO PLAY IN THE FINALS, THEY MUST HAVE A MINIMUM OF 2 WEEKS (2 MATCHES) PLAYED IN THE CURRENT SESSION. AND THEY MUST BE EQUAL TO OR LOWER IN AVERAGE THAN THE PLAYER THEY ARE REPLACING.

REMOTE PLAY RULES

25. THE VISITING TEAM SHOULD CONTACT THE HOME TEAM AT LEAST 60 MINUTES PRIOR TO THE SCHEDULED START TIME OF THE MATCH TO LET THEM KNOW THEY WOULD LIKE TO PLAY REMOTE.
26. IF THERE IS A BOARD MALFUNCTION THAT PREVENTS THE MATCH FROM PROCEEDING YOU MUST CALL SHAFFER ENTERTAINMENT (614-299-4141) ASAP TO REQUEST A SERVICE TECHNICIAN. ALSO CONTACT THE OTHER LOCATION YOU ARE PLAYING TO INFORM THEM OF THE SITUATION.
27. IF A BOARD MALFUNCTION CAN NOT BE REPAIRED IN A TIMELY MANNER THE MATCH MUST BE RESCHEDULED TO BE COMPLETED AFTER THE REPAIRS ARE MADE.
28. IF ANYONE IS PROVEN TO BE PLAYING UNDER ANOTHER PLAYERS NAME AND STATS ALL GAMES WILL BE FORFEITED TO THE OTHER TEAM. AND THE PLAYER WILL RECEIVE A WARNING. 2ND OFFENCE WILL RESULT IN SUSPENSION FROM THE LEAGUE.
29. TEAMS THAT ARE SCHEDULED AS THE HOME TEAM GET FIRST PRIORITY OVER BOARD AVAILABILITY, NO EXCEPTIONS.
30. IT IS STRONGLY ENCOURAGED TO TRAVEL TO OTHER LOCATIONS TO PLAY YOUR SCHEDULED MATCHES. ESPECIALLY WHEN THE LOCATIONS ARE LESS THAN 20 MILES APART.

LEAGUE FEES

31. ALL PLAYERS PAY A LEAGUE FEE OF \$15.00 PER WEEK. TO BE COLLECTED BY MACHINE IN DOLLAR BILL ACCEPTOR. MACHINE WILL NOT START LEAGUE PLAY UNTIL LEAGUE FEES ARE COLLECTED.

PAYOUTS/STANDINGS

32. ALL MONEY WILL BE KEPT IN ESCROW, IN A BANK ACCOUNT IN THE NAME OF SHAFFER ENTERTAINMENT DART LEAGUES UNTIL TIME OF PAYOUT.
33. STANDINGS WILL BE DETERMINED BY WIN %. IF 2 TEAMS ARE TIED THE FIRST TIEBREAKER WILL BE THE TEAM WITH THE MOST WINS. IF TEAMS ARE TIED WITH WIN % AND NUMBER OF WINS THEN THE TIEBREAKER WILL BE THE HEAD TO HEAD MATCHUP.

SPORTSMANSHIP

34. ONCE IT IS YOUR TURN YOU HAVE 45 SECONDS EACH TO THROW YOUR DARTS. YOU MUST THROW ALL 3 DARTS CONSECUTIVELY WITHOUT LEAVING THE THROW AREA. EXCEPTION BEING TO DISCUSS GAME STRATEGY WITH YOUR TEAMMATES.
35. A.) ALL MISUNDERSTANDINGS SHOULD BE SETTLED BY THE 2 CAPTAINS IN A SPIRIT OF SPORTSMANSHIP AND COMMON SENSE. NO RUDE COMMENTS WHILE OPPONENT IS AT THE LINE. IF A PROBLEM CANNOT BE RESOLVED LEAVE THE BAR AND RESCHEDULE THE MATCH AT A LATER DATE, EVEN IF MATCH HAS ALREADY STARTED. NO GAMES WILL BE FORFEITED FOR THAT NIGHT OF LEAGUE PLAY
B.) ALL TEAM CAPTAINS ARE RESPONSIBLE FOR ACTIONS OF THEIR TEAMMATES AND ANY OBSERVERS WHO MAY BE WITH THEIR TEAM.
36. **SMOKE BREAKS** – THERE CAN BE NO MORE THAN 2 SMOKE BREAKS DURING A MATCH. BREAKS WILL BE LIMITED TO 5 MINUTES EACH! PLEASE TRY TO TAKE SMOKE BREAKS DURING SINGLES AND DOUBLES MATCHES THAT YOU ARE NOT INVOLVED IN TO HELP KEEP THE MATCH FROM GOING LATE INTO THE EVENING.
37. NO TWO TEAM CAPTAINS CAN AGREE TO VIOLATE ANY RULES. IF THIS OCCURS, BOTH TEAMS CAN BE PENALIZED WITH A FORFEIT AND FACE POSSIBLE EXPULSION FROM THE PROGRAM.
38. VERBAL OR PHYSICAL INTIMIDATION OF THE OTHER TEAM DURING A MATCH WILL NOT BE TOLERATED. ZERO TOLERANCE.
39. **IF YOU CONTINUALLY BREAK THE RULES OF SHAFFER ENTERTAINMENT DART LEAGUES, YOU TAKE THE CHANCE OF BEING EXPELLED FROM OUR LEAGUES FOR ONE YEAR.**

VIOLENCE

40. ANY PHYSICAL VIOLENCE AND THOSE PERSON/PERSONS WILL BE EXPELLED FROM THE CURRENT LEAGUE AND WILL FORFEIT ALL MONIES PAID.
41. ANY PHYSICAL VIOLENCE ON THE DART BOARD WILL RESULT IN: 1ST OFFENSE – WARNING, 2ND OFFENSE – SUSPENSION FOR 2 MATCHES (TEAMS MAY GET SUBS USING THE FINALS SUB RULE), 3RD OFFENSE – EXPELLED FOR THE SESSION AND UNDER REVIEW FOR ADMISSION INTO NEXT SESSION.
42. IF ANY PHYSICAL VIOLENCE UPON THE MACHINE CAUSES IT TO BE DISABLED AND/OR NOT ALLOW THE MATCH TO CONTINUE THE OTHER TEAM WILL RECEIVE A FORFEIT AND WILL BE AN AUTOMATIC 3RD STRIKE AGAINST THE OFFENDING PLAYER. THE PLAYER WILL ALSO BE RESPONSIBLE FOR ALL COSTS IN REPAIRING THE MACHINE.
43. IF A MACHINE MALFUNCTIONS, CALL SHAFFER ENTERTAINMENT FOR SERVICE

(614)299-4141. IF A SERVICE PERSON DOESN'T GET THERE WITHIN 45 MINUTES YOU MUST RESCHEDULE THE MATCH.

BEING BARRED

44. IF YOU ARE BARRED FROM A LOCATION IN YOUR LEAGUE, YOU WILL BE INELIGIBLE TO PLAY IN THAT LOCATION. YOU WILL BE ALLOWED TO USE A SUB OR PLAY YOUR MATCH IN ANOTHER SHAFFER LOCATION PENDING BOARD AVAILABILITY.

TEAM DROPS OUT

45. IF YOUR TEAM DROPS OUT OF THE LEAGUE, YOU WILL NOT BE ELIGIBLE TO PLAY IN THE NEXT LEAGUE OR IN THE FINALS, UNLESS APPROVED BY THE LEAGUE DEPARTMENT.

NEW PLAYERS

46. CAPTAINS MUST NOTIFY OPPOSING CAPTAIN AND/OR THE LEAGUE COORDINATOR OF ANY NEW PLAYERS BEFORE THE MATCH STARTS.

SANCTION FEES

47. ALL SANCTION FEES WILL BE TAKEN FROM THE PLAYERS NIGHTLY LEAGUE FEES.
48. IF YOU HAVE NOT PLAYED IN A SHAFFER ENTERTAINMENT DART LEAGUE FOR 2 YEARS OR 6 SEASONS YOU WILL BE CONSIDERED A NEW PLAYER AND WILL BE SUBJECTED TO THE RULES AND RESTRICTIONS OF THE SHAFFER ENTERTAINMENT DART LEAGUE COMMITTEE AS TO YOUR RANKING

IF THERE ARE ANY DISCREPANCIES IN THE INTERPRETATION OF THE RULES, SHAFFER ENTERTAINMENT'S DECISION IS FINAL!

SHAFFER ENTERTAINMENT RESERVES THE RIGHT TO REVIEW AND MODIFY THESE RULES AT ANYTIME DURING THE SEASON AS NEEDED.

