

CITY AMUSEMENT LEAGUE SYSTEMS

THE HALL - MONDAY NIGHT DOUBLES LEAGUES

LEAGUE PRESIDENT - PATRICK WEBB
LEAGUE DIRECTOR IN CHARGE - CARA HALL

Team and Match Set-Up

- League teams consists of 2 players.
- Each team must have a minimum of one female or male player.
- Female player must be entered as Player #1 for each team to start match.
- Each team can have up to 4 players on their roster at any time.
- League play begins each MONDAY at 7:00pm.
- A 30-minute grace period is given.
- Matches can be forfeited at 7:30pm if one team does not have the minimum number of players.
- Teams must have 2 players to start match. (no ghost players)
- League session will run for 11 weeks.
- Matches consist of rotating games of 01 & cricket.
- All matches are handicapped based on NDA format.
- League team fees are \$20.00 per match. (includes credits for play)
- The home team will enter their line-up first. Insert their money for the match and select visiting team. The Visiting team will follow the same procedure. The match will start and proceed as the player's names are displayed.

Team Roster and Sub Policy

The Arachnid dart machines keep all team rosters. Team rosters turned in to City Amusement will be entered on the League Leader System. This establishes your team's roster. Up to 4 players can be kept on your roster for active play. Please keep your roster current with the league office.

****SUMMER SESSION ONLY** Players may sub for more than one team.**

Players may be entered in the dart board manually on league nights during the summer session. Players must go in at correct average (a master stats

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will be available online at www.cityleague.net). Once a player has played 3 weeks for a team they may not sub or move to another team.

Forfeit Policy

- If for any reason a team must forfeit a match, both teams must still pay league money. The team present will put their league fees only in the dart board. The forfeiting team must bring in league money to the league director prior to their next match. **Any team that forfeits twice during the season will be eliminated from playoffs.** The team may finish league to remain eligible for future leagues.
- Any players from teams that forfeit a season will not be allowed to participate in the upcoming league (one league suspension), unless there are extreme circumstances involved, in which case a decision will be made by the league director.
- Any team forfeiting the last week of regular season play will not be eligible for playoffs unless extreme circumstances are the cause determined by league director.
- Any team forfeiting a match will receive losses for all league games.
- Any team that is forfeited against will receive the same number of wins as the team with the most wins during the week that the match is forfeited.
- If a team is scheduled to play a team that has forfeited the league, and no arrangements can be made to schedule a match, a representative from the non-forfeiting team needs to show up to pay league monies to receive credit.
- To receive credit for a match when another team forfeits against you. Enter in your team lineup as normal. Insert the amount of credits required. Select your own team name as the opponent. The board will ask if this is a forfeit. Select yes.

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GENERAL LEAGUE GUIDELINES

- The following rules are a set of guidelines to help the team captains solve a problem if a disagreement arises. Common sense and good sportsmanship are to be used to cover any questions that may arise during a match that are not covered explicitly in these rules. All problems must be resolved on site by a league DIRECTOR if necessary.
- Makeup games can be made before the week to play or after. Please use a sub to not have makeup games but if you must please try to have them made up within a week. It is your responsibility to contact opposing team and make arrangements if a makeup game is to be made. If game is not made up within the week, the team who needed to do the makeup will forfeit that match and must still pay.
- There are TWO (2) players per team. The two players that start a match must be the ones that finish the match. If one or more players are missing, the match will be forfeited. All league monies are still due by both teams on forfeited matches.
- Teams cannot play with any individual under another person's name or use any ineligible players. Any player participation infractions must be reported to the league director immediately. DO NOT START A MATCH WITH AN

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INELIGIBLE PLAYER. All player problems and eligibility situations will be resolved and finalized before the start of league play. Any team committing any violation will forfeit all games that an ineligible player participated in. The league director will answer any questions concerning these guidelines. ALL DECISIONS ARE FINAL.

- All league matches are to begin at 7:00pm. A 30-minute grace period shall be given. At that time, if one team does not have the minimum number of players to start the match, the match is forfeited. All league monies are still due by both teams on forfeited matches.

GENERAL LEAGUE GUIDELINES (CONTINUED)

- The foul or throwing line is to be set with the front edge of the line (closest to the machine) exactly 8 feet (96"), measured perpendicular to the face of the board.
- All players must throw from behind the front side of the foul line. Players may lean over the line but must stand with their feet behind the front edge of the foul line.
- Each player has a maximum of three (3) darts thrown per turn. Players have the option of passing all or any of their darts.
- Any dart thrown counts as a throw. Whether or not it is registered on the machine. A throw counts if it hits the board

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and bounces out, or if it misses the board completely. A player may not throw any darts over again.

- Darts must be thrown only when the machine instructs to “Throw Darts” and proper player’s number must be lit.
- A player may not touch the board or the darts on the board until the “Player Change” button has been activated.

GENERAL LEAGUE GUIDELINES (CONTINUED)

RULE 1 - A DART THROWN CANNOT BE RE-THROWN

**RULE 2 – DO NOT PULL DARTS FROM THE BOARD IF
THERES A SCORING ISSUE UNTIL RESOLVED**

- The dart machine automatically scores darts thrown. The dart does not have to stick in the board for the dart to score.
- Each dart thrown cannot be re-thrown. The score given by the machine is the score the player will receive.
- The machine's score is accepted as always being correct. Unless a dart is sticking in a number and is scored wrong an opposing team member may back the board up and correctly score the dart. The player who threw the dart or a teammate cannot do this without an opposing team member.

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USING THE PLAYER BACK-UP BUTTON

RULE - IT'S THE PLAYERS RESPONSIBILITY TO MAKE SURE THE BOARD IS ON THE RIGHT SCORE AND HAS 3 DARTS READY TO THROW

- The Arachnid dart machines can back up any darts thrown if there is a player error or end game scoring error or other problem.
- If a player scores a dart for the opposing team while removing darts the game can be backed up and put in the right position. No penalty.
- If a player throws a dart and scores on a wrong score, the game is backed up to correct the error. However, the player loses that dart.
- Anyone throwing on a wrong player position will lose those darts with no re-throw. Machine will be backed up to remove the incorrect darts.

FOULS OR PLAYER PENALTIES

The following points constitute fouls. The commission of a foul may lead to: **Loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from tournament site or tavern or expulsion from future tournaments or leagues.** Tournament officials, referees or directors will make all decisions concerning fouls.

- Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
- The player shooting may not leave the "Throw area" after the dart has been thrown. Any player leaving the "Throw area" after a dart has been thrown has committed a foul and forfeits any remaining darts in that turn.
- If either foot crosses the throw line prior to the game recording the score or the dart reaching the board, it constitutes a foul. Minor foot foul (less than 2" over) deserves first warning to the player. Major or repeated foot foul:

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1. Shooter may not win match in a round where foul has occurred.
 2. His partner may not win a match on his next turn.
 3. Shooter will lose 3 darts on next turn.
- Intentional stalling or unnecessary delay of match as judged by a referee constitutes a foul.
 - If a player reaches zero in a round in which that player or that player's partner committed a foul, that player (team) loses that game.
 - It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing any darts. If the player throws while the machine is displaying an opponent's number, this constitutes a foul. **Play is stopped immediately when the infraction is noticed! DO NOT REMOVE DARTS FROM THE BOARD UNTIL THE PROBLEM IS RESOLVED.**
 - Any player throwing out of turn as dictated by the match schedule has committed a foul. The machine backup button will be used, the player loses their dart or darts and play resumes.
 - A manually scored point on opponent's score constitutes a foul. Use the backup button and correct the miss scored dart. A manually scored point on the player's own score or team's score, constitutes a foul. Use the backup button to change score and go to correct player position and continue play.

FOULS OR PLAYER PENALTIES (CONTINUED)

- If a machine resets due to power failure or other reason beyond player control, the game can be replayed from the disrupted point on another machine if available.
- If a player reaches zero on any turn in which he or his partner commits a foul, that player or that player's team loses the game.
- Any player or team that has a third foul called against them shall lose that game.
- Players may use their own darts if they meet the following specifications:

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1. They must be plastic tip darts.
 2. Flights may be any length, so long as the dart does not exceed 8" in total length. Flights may be no wider than $\frac{3}{4}$ ", as measured from shaft to flight edge and may not have more than four (4) wings.
 3. Darts may not have broken or cut-off tips.
 4. Darts will be inspected by protest.
- Any player found using illegal darts will cause the entire team to forfeit all games in the match in which they are currently shooting. This means all games up to the point at which the protest was made. The match will then continue with all players using darts which meet tournament qualifications.
 - Disregard of any rules may constitute a foul.
 - Abuse of equipment, poor sportsmanship or unethical conduct, as judged by a league coordinator or tournament official, may constitute a foul and may be grounds for forfeiture of game, forfeiture of match, expulsion from tournament or league, expulsion from tournament site or tavern, expulsion from future tournaments or leagues and/or forfeiture of funds and further prosecution.
 - All decisions on fouls determined by League Director are final.

CANCELLATION POLICY

In case of any inclement weather, power outages, or pandemics the league has adopted the following guidelines.

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All decisions will be posted by 4:00 PM (day of matches)

WEATHER OR FLOODING

Any level I emergency level, league will be played as scheduled
Any level II emergency level or higher, league play will be postponed

POWER OUTAGES

Any locations without power not scheduled to turn on 1 hour before
league play is scheduled to begin will be postponed.

PANDEMICS

Any Restrictions presented to locations opening will result in league
postponement or cancellation.

*Team options on postponed matches

-Only Matches Officially Postponed by League Office can may be made up.
Matches must be made up before end of regular season
using communication between team captains.

If no arrangements can be made both teams will receive byes for
postponed matches but will still be responsible for league dues.

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