

City Amusement Dart League



Team Captain's Handbook

**WAVERLY EAGLES
CO-ED SUMMER ALL STAR LEAGUE**

CITY LEAGUES

CONTACT INFORMATION

LEAGUE OFFICE – CITY AMUSEMENT BUILDING 1723 10TH ST.
PORTSMOUTH, OH 45662 – PH. 740-355-6650

LEAGUE DIRECTOR – PAT WEBB
740-357-2489 – pwebb@cityamusement.com

LEAGUE COORDINATOR – ASHLEY WEBB
740-357-2242 – ashley@cityamusement.com

LEAGUE WEBSITE
cityleagues.net

LEAGUE FACEBOOK PAGE
CITY AMUSEMENT DART LEAGUES

Text Program
“Citydarts” to 855.909.1164

WAVERLY EAGLES CONTACT INFORMATION

EAGLES PRESIDENT & DART LEAGUE COORDINATOR –
MICHELLE CRABTREE
740-708-3215 amcrab75@yahoo.com

Eagles Trustees:
Jay Osborne, Quinn Crabtree, Chris Thompson, Matt Hannah, Donald Hurt –

LEAGUE ORGANIZATIONS

NATIONAL DART ASSOCIATION

PH. 800-808-9884

ndadarts.com

NORTH AMERICAN DART ORGANIZATION

833-840-9233

nado.net

OHIO COIN MACHINE ASSOCIATION

614-784-9772

<http://the-ocma.org/>

**WAVERLY EAGLES CO-ED
SUMMER ALL STAR
DART LEAGUE
LEAGUE AGENDA
2026**

**ALL DATES WILL BE PLAYED AT THE
WAVERLY EAGLES**

243 W NORTH ST, WAVERLY, OHIO 45690

DOORS OPEN 2 HOURS PRIOR TO START TIME

CHECK IS AT LEAST A HALF HOUR BEFORE START

SATURDAY, APRIL 18TH – NOON START

SATURDAY, MAY 23RD – NOON START

SATURDAY, JUNE 27TH – NOON START

SUNDAY, JULY 12TH – 11 A.M. START

SATURDAY, AUGUST 22ND – NOON START

SATURDAY, SEPTEMBER 26TH – NOON START

FINAL TOURNAMENT:

SATURDAY, OCTOBER 24TH – 11 A.M. START

*Membership at the Waverly Eagles 2227 is not required but it is recommended. Those darters who are members of another Eagles Organization will need to provide their Identification Card to the bartender at the start of league to be recorded as an official guest of the dart league. Those darters who are not members of any FOE must sign in monthly with the bartender prior to the start of league play.

--League Description--

Allstar Champion Series will consist of 2 men and 2 women making up a co-ed team of 4 players competing in a series of monthly matches offering the league champions a cash prize.

The league is built to help area players compete against players from throughout the City Amusement League System without the cost and time involved traveling on a weekly basis.

The goal of the league is to bring higher rated players together in a non-handicapped league environment in

preparation for the major tournaments that our league will
be competing in.

**WAVERLY EAGLES
CO-ED ALL STAR SUMMER
DART LEAGUE
LEAGUE FORMAT**

LEAGUE SET-UP

Waverly Eagles Co-Ed Summer All-Star Dart League is broken down into divisions based on team power rankings. There are 2 Divisions and there will be no cross-division play.

1. The league is broken down into 1 full day per month for 6 consecutive months. Team fee per month is \$150.00; this includes coin drop.
2. There is no position night. All match win/losses are calculated throughout the season to determine playoff berth.
3. Division A will consist of the 5 highest power ranking teams. This Division will complete each 01 match with a "DOUBLE OUT" requirement.

4. Division B will consist of the 5 lowest power ranking teams. This Division will complete each 01 match with an "OPEN OUT" requirement.
5. All league players will be issued a power rating based on previous league play, tournament performance, and overall evaluation from City Amusement League Offices. These player ratings are not negotiable and are only used for the formation of teams in this All-Star Series.
6. Monthly play: each division will play in a round robin format against all other teams in their division. Wins and losses will be accumulatively calculated throughout the season.
7. Match schedules will be handed out prior to starting each month; each set is given approximately 2 hours to complete. Board assignments are mandatory. (consideration will be taken if a board is damaged or one area is overly congested)
8. A bye will be granted to each team monthly and will vary in time depending on overall schedule. No team will be granted the first and/or last bye each month, it will alternate.
9. The team with the most wins at the end of the season (per division) will be awarded a cash prize and each team member will receive a Waverly Eagles T-Shirt. The second-place team will be awarded a T-shirt as well. *T-shirts provided at the cost of the Waverly Eagles.
10. A double elimination tournament will be held at the end of season. Only the top 4 teams in each division will make

the playoffs. A cash prize will be awarded to the tournament champions in each division. Cash prizes will also be awarded to those finishing 2nd through 4th in the tournament.

-League Format & Match Set Up--

Play will consist of **11 games** per match per division.

Teams will play a minimum of 4 teams and have a bye on match day.

Team on the left-hand side of the schedule will be home team. Home team enters line up first.

DIVISION A:

Game 1 – 701 Open In/Double Out (all 4 players – FREEZE RULE APPLIES)

Game 2 – Cricket (all 4 players – 2/2 PARTNER)

Game 3 thru 6 – 501 Open In/Double Out w/Freeze

Game 7 thru 10 – Cricket Partners Stacked

Game 11 – 701 Open In/Double Out (all 4 players w/Freeze)

DIVISION B:

Game 1 – 501 Open In/Open Out (all 4 players – FREEZE RULE APPLIES)

Game 2 – Cricket (all 4 players – 2/2 PARTNER)

Game 3 thru 6 – 501 Open In/Double Out Freeze

Game 7 thru 10 – Cricket Partners Stacked

Game 11 – 501 Open In/Open Out (all 4 players w/Freeze)

All team and individual stats will be kept and posted at www.cityleagues.net

-League Individual Player Requirements--

All players will need to have an established average in the City Amusement League System to be eligible for the league finals.

To be eligible for play in the Allstar Champion Series finals:

- Player must be in good standing with the NDA, NADO, and City Amusement League locations and venues

Player must also meet ONE of the following (3) criteria.

1. Played as a full-time player in the previous City League from 2020-2025.
2. Played as a full-time player in any weekly City Amusement League with a combined total of 100 games from 2020 - 2025.
3. Player will have played as a full-time league player in any

weekly City Amusement League for 2025-26 in addition to the ACS and have 98 games played in weekly leagues by January 1st, 2026.

4. Player has at least 60 NADO CAPPED Points through City Amusement and has played or currently enrolled in 1 of NADO's remote leagues, being signed up through City Amusement and played at a City Amusement location.

Anyone wishing to play in the Allstar Champion Series who isn't sure they meet these criteria can contact Ashley Webb at the league office 740-357-2242 or ashley@cityamusement.com to check history.

- League Individual Sub Policy -

A MALE must sub for a MALE
A FEMALE must sub for a FEMALE

****no exceptions****

All subs used must keep the team within the same Divisional Bracket. Therefore, a sub must have an equivalent average/power ranking to the individual in which they are subbing for.

Exception to this rule when more than 4 members are listed on the original roster the

male/male or female/female ranking does not have to be equivalent.

ALL subs must be reported IN ADVANCE to Michelle Crabtree to ensure they meet the eligibility requirements and can be added to the team roster. Failure to report a sub in advance may jeopardize your ability to utilize a sub on the day in question.

ALL DECISIONS ON CHANGES MADE ARE FINAL.

--League Playoffs & Finals Eligibility—

All teams with qualifying members will be permitted to play in the final tournament should their team advance to playoffs. Please see Player Requirements above to make sure you are eligible for playoffs. Seeding will be determined by regular season win/losses.

Teams will need to have at minimum 1 player with 5 months 1 player with 4 months and 2 player with 3 months.*

Players are eligible to sub for multiple teams. Once a player has played 55 games, they are locked into that team and are not able to play for another team.

*Subs are NOT eligible for playoffs unless they have met the requirement of at least 55 games for the same team AND the other team members have played as indicated above

FORFEIT POLICY

There are times in which a forfeit may be necessary HOWEVER it is highly discouraged. Just because you want to leave early is not sufficient. It is recommended that to stay in good graces and show good sportsmanship that your team does NOT forfeit at any time during this Co-Ed All-Star Series.

If a forfeit is necessary, the team captain must explain, in advance, to Michelle Crabtree, why it is necessary. If it is a prescheduled, time constraint issue that can be resolved with moving around the bye schedule – it will be considered. If it is lack of subs, the league may assist in attempts to locate a sub (optional not a requirement).

DIVISION & PLAYOFF TIEBREAKERS

1. Regular season play match score determines all tie breakers.
2. Total season records will determine playoff seeding if a tie occurs:
3. If a tie occurred in regular season or no regular season match was played. The following will take place:

a.) If the tie is to determine only a seed in the playoffs, not a playoff entry, a coin toss by a league official, in the presence of both team captains will determine the seed.

b.) If the tie is to determine a first half entry, the 2nd half match will be used as the tiebreaker.

c.) If the tie is to determine a playoff entry, an entire match will be played at 7:00pm on the night of the first round of the tournament at the #1 seed's bar. A coin toss by a league official will determine home/visitor.

d.) If 3 or more teams tie for a playoff entry, a playoff between the teams will occur on Tuesday at 7:00pm the day before the first round begins, at a neutral location determined by league officials. A coin toss will determine the pairings.

League officials will handle any tiebreak situation not covered by these rules.

ALL DECISIONS ARE FINAL

GENERAL LEAGUE RULES

1. 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 official if necessary.

2. There are four (4) players per team. The four players that start a match must be the ones that finish the match. If a team is missing one player, the match can be played. When the missing player's game is up, that position on the machine is left at that player's handicap. Should a team start the match with a player missing, and that player becomes available, that player may complete the remaining games. He or she may not enter a game in progress. If two or more players are missing, the match will be forfeited. All league monies are still due by both teams on forfeited matches.

3. 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 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.

4. All league matches are to begin as indicated on the schedule. A 15-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 RULES

Continued

1. 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.
2. 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.
3. Each player has a maximum of three (3) darts thrown per turn. Players have the option of passing all or any of their darts.
4. Any dart thrown counts as a throw. Whether or not it is registered on the machine. A throw counts if it hits the board and bounces out, or if it misses the board completely. A player may not throw any darts over again.
5. Darts must be thrown only when the machine instructs to "Throw Darts" and proper player's number must be lit.
6. A player may not touch the board or the darts on the board until the "Player Change" button has been activated.

SCORING ON ARACHNID DART MACHINES

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**

1. The dart machine automatically scores darts thrown. The dart does not have to stick in the board for the dart to score.
2. Each dart thrown cannot be re-thrown. The score given by the machine is the score the player will receive.
3. 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.

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**

1. The Arachnid dart machines have the ability to back up any darts thrown if there is a player error or end game scoring error or other problem.
2. 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.
3. If a player throws a dart and scores on a wrong score, the game is backed up to correct the error. However, the player losses that dart.

4. 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.

1. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
2. 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.
3. 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:
 - a. Shooter may not win match in a round where foul has occurred.
 - b. His partner may not win a match on his next turn.
 - c. Shooter will lose 3 darts on next turn.
4. Intentional stalling or unnecessary delay of match as judged by a referee constitutes a foul.
5. 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.
6. 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.**
7. 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.

8. 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.
9. If a machine resets due to power failure or other reason beyond player control, the game will be replayed from the start on another machine, if the machine problem persist or on the same machine if the problem is repaired or resolved. Any machine reset (tilt, etc.) due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
10. 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.
11. Any player or team that has a third foul called against them shall lose that game.
12. Players may use their own darts if they meet the following specifications:
 - a. They must be plastic tip darts.
 - b. 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.
 - c. Darts may not have broken or cut-off tips.
 - d. Darts will be inspected by protest.
13. 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.
14. Disregard of any rules may constitute a foul.
15. 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.
16. All decisions on fouls determined by league director are final.

CITY AMUSEMENT DART LEAGUE

CANCELLATION POLICY

In case of any inclement weather the league has adopted the following for snow or extreme weather circumstances. (Flood, power outages, etc.)

All decisions will be EMAILED by 10:00 AM (day of matches) AND at **CITY AMUSEMENT DART LEAGUES Facebook**

Any level I emergency level, league will be played as scheduled

Any level II emergency level or higher, league play will be postponed

Michelle and/or an Eagles Officer will communicate with City Officials and make a determination as quickly as possible and she will then post in the Chat Group and on Facebook

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LEAGUE MESSAGE ON CANCELATION DUE TO PANDEMIC

All leagues pay outs are based on full schedule of league play and any playoffs or league final matches.

If any months are cancelled due to pandemic but the season picks back up and played out, payout structure will be adjusted accordingly to the actual amount of league money collected.

If less than 50 percent of the league is played, and the season must be cancelled due to pandemic, each team will be refunded league dues paid. The percentage of league money paid for coin drop will not be refunded.

If 50 percent of the league is played and the season must be cancelled due to pandemic, the payouts will be based on the league money collected at time of cancellation and paid out according to the league team standings.

All league play will follow the guidelines set by the location where league play is scheduled. If masks are required by the location, then players must wear a mask to play. Dart league play will not override any guidelines set by the location which may result in the location being in noncompliance of state or local guidelines.

No individual make-up games will be allowed due to the pandemic. Please have subs established to avoid any forfeits
If there is a community-wide issue, the league director will make a decision that has the league's best interest.