



WOMEN'S DART LEAGUE RULES

1. The games will be (4) 501, (4) cricket, (1) team cricket (4 players per score). Each team will play 11 games each week. Each player will play 9 of the 11 games.
2. New players without a handicap will come in at 17.0 in X01 & 1.7 in cricket.
3. Players may use their own darts, if they are unaltered factory issued darts and do not exceed eight (8) inches in length, and do not exceed eighteen (18) grams each in weight. Darts under twelve (12) grams may be used, but not advised due to scoring errors. Otherwise, bar darts will be supplied by each location.
4. Darts thrown that stick, but do not score, may not be manually scored, unless opposing team captain agrees to manually score it. If 1st dart thrown doesn't score, stop and tell the other captain right then. Once you throw the 2nd dart, you can not go back and change the first dart thrown. Darts under 12 grams weight may not be manually scored. In the event of a stuck segment displayed on screen, opposing team captain must pull stuck darts and the score must be accepted. Remaining darts or dart may be thrown.
5. All games shall have foul lines position 96 inches from the mark on the side of the machine. Players throw from behind the foul line. Players will be allowed to lean across the foul line with trail foot, if the trail foot does not touch the floor before the dart scores. Team captains shall be responsible for measuring distance and level prior to league start time. After league starts, the distance will remain the same.
6. The dart machine is always right. If machine is not operating correctly, the two team captains will decide whether to play, call a repairman or make up the game.
7. Each team will play all other teams at least once during the first half and alternate home and away games, schedule permitting. The second half will be home and away in each division, scheduling permitting.
8. Players will pay \$8.00 per week dues. Team sponsors will pay a \$50.00 sponsor fee for each team, to be paid by the third week of the season.
9. The ODLR (Official Dart League Roster), 8 players maximum must be completed and turned in by the 3rd week of league play with complete names and addresses. Any team not turning in a roster by the third week will be penalized 4 points each week roster is not turned in. Everyone must sign their own name on the ODLR. No player will be allowed to play without being on the ODLR. No new players can be added 2 weeks before position round. Any new player must turn in their complete name and address with the weekly score sheet. No professional dart players will be allowed to play in league other than bull shooter and Illinois state (pro list) players. If questionable, to be determined by majority vote of captains at meeting.

10. Start time is 7:30 pm. Visitors will have from 7:15-7:30 pm to practice. No practice after 7:30 pm. Teams will have 15 minutes to show and must have 3 players by 7:45 pm or forfeit all games. The non-forfeiting captain is responsible for turning in her money. The forfeiting captain is responsible for collecting money from absent players, turning in the full amount of money, and a written explanation for the forfeit. The league officers may find the explanation unacceptable and expel that team from the league (forfeiting all prize money). Three (3) forfeits by the same team will expel that team from the league and the loss of all prize money. Any team that either drops out of the league, forfeits out, or is expelled from the league will become a bye, all teams having played that team will receive (11) eleven points for that match. Arrangements must be made by team captains at least 24 hours before match to reschedule. In the event of bad weather, league president will notify team captains of cancellation of games. Rescheduled match must be made up within two weeks of scheduled match. Any rescheduled matches not made up within two weeks will then be considered a forfeit of the team that rescheduled the original match.
11. Home team will throw first, the first game and after that the loser will throw first each game.
12. Teams will win one (1) point per win.
13. Team captains are responsible for \$32 each night (\$8.00 per team player). Regardless of how many players show. There will be a total of \$64.00, \$24.00 for machine to play games, balance of \$40.00 to prize money. All money will be given to the home team captain prior to match start. The home team captain will deposit all \$64.00 in the dart machine for fees and match play credits.
14. The players on each team's ODLR cannot play on another team in the league.
15. Add player to ODLR after league has started:
 - a. Team captain must notify Turbo Amusement at dartleague@turboamusement.com of the player's name and address. A note must be attached to that week's score sheet with the new player information along with a note of which existing player will be deleted from the ODLR. The new player will be eligible to play the following week (unless opposing team captain agrees to allow player to play that night and must make a notation accompanied by signature).
 - b. New players must be listed on the weekly score sheet.
 - c. One bar pull will be allowed with the permission of opposing team captain and must be noted on the score sheet.
16. Remove player from ODLR:
 - a. Team captain must notify Turbo Amusement at dartleague@turboamusement.com to delete the player's name.
 - b. Team captain must distribute updated ODLR to all league locations.
 - c. Team captain does not have to release any player, team captain has final decision.
17. No foul or abusive language will be tolerated. Physical abuse to the machine of any kind will be an automatic forfeiture of that game. No kibitzing or harassment from players or spectators will be tolerated. No talking to player on the line after the first dart is thrown. Any physical violence and the player or team will be expelled from the league and forfeit all points and monies paid. Abuse of equipment, poor sportsmanship or unethical conduct may be grounds for forfeiture of a game, a match, or expulsion from the league.
18. Bars will not charge a cover to dart players during league play. All players must be 21 years of age. Any player barred from a bar will also be considered barred for dart night.
19. It is each player's responsibility to see that the machine is displaying that player's name prior to throwing any darts. If a player throws when the machine is displaying an opponent's name, the opponent has the option of accepting that score and allowing play to continue, or resetting the

machine to the player's name who should have originally thrown. If, in team, a player throws when the machine is displaying the number of that player's partner, the player who throws out of turn loses their next turn.

20. Slow play: five-minute rule, once the throw darts light comes on, player should be on the line and ready to play. In the event the player is not at the line within a reasonable time, opposing captain must notify the other captain that they are invoking the five-minute rule. After that time, player has five minutes to come to the line or pass their turn.
21. Total team points determine standing. Prize money will be paid at the end of the season. If at the end of the season, teams that are tied in total points, the team with the most points from the regular season match between the two will take the higher finish. Total points will determine league champions. If there is a tie between the top two teams at the end of the season it will be the best of eleven (11) games. The team with the most wins in regular season between the teams that are tied determines home team. Only the 4 players that played the most during the regular season will be eligible to complete in playoffs and position rounds. Only emergency exceptions will be allowed. If at the end of season, a team cannot overtake a position, those teams will not play position round.
22. Locations will only have two (2) teams per dartboard, per league.
23. Protest shall be in writing to a league officer along with \$5.00 per player (\$20.00 per team) protest fee before next scheduled league night. Any protest will be handled by a captains meeting and a vote by the captains (majority rules) within two (2) weeks from protested match. Protest fees will be returned to that team if captains approve the protest, otherwise fees will be added to overall prize money. Teams may move from one bar to another only by unanimous vote of team captains, which will be taken at a captains meeting.

For more information, please contact: dartleague@turboamusement.com