High Tons Dart League General Rules/Info

Table of Contents

Pages

How are Levels & Caps Determined!

Teams are placed in divisions based on previous averages & league performance. Only players that participated in the High Tons League System in previous years are listed on the website, However, I will use stats from multiple sources and Leagues to determine the best/proper division.

Player Caps will be determined by using the Team total averages by adding together the top 4 players per team. Teams can roster up to 10 players, but you will be classed by the best 4. All players listed on the original roster form will be considered regular players. Any player added after the first week will be considered a substitute.

Illegal Player Rule

All Games are recorded, so if you have a new player that shoots under the wrong name or player you will be forfeited that game, if they shoot under the wrong player the whole match you will be forfeited and fined 40$ on top of the nights fees.

All players will have an average, if you change that average, or lower it for your benefit without telling the dart coordinator, you will be forfeited and fined. **IF THIS IS A SECOND OFFENSE IT COULD RESULT IN SUSPENSION/TERMINATION FROM FUTURE LEAGUES!**

GALAXY PAPERLESS SYSTEM

League schedules and standings are right in the dartboard! Once you are in the league mode – you cannot back out of it! Use the UP and DOWN arrows to work your way around the screen. The RED BUTTON is the SELECT or ENTER button.

DO NOT INSERT MONEY FOR DUES/GAME FEES INTO THE BOARD UNTIL PROMPTED TO DO SO!!!

ALL LEAGUE PLAY ON GALAXY 3 BULLSHOOTER BOARDS IS RECORDED AND CAN BE REVIEWED FOR VARIOUS REASONS!

1. From the MAIN MENU – select LEAGUE MODE.
2. In LEAGUE MODE, select PLAY LEAGUE (Local or Remote).
3. Select the league you are playing in tonight.
4. LEAGUE CAMERA CHECK – Select YES if cameras are working. If camera is not working, select NO, CANCEL LEAGUE SET UP. Go to a different machine.
5. Choose your team
6. Choose whether you are HOME OR AWAY
7. Choose Opponent Team
8. Choose YES, PLAY LOCAL LEAGUE if your opponent is with you at the location. Otherwise choose NO, PLAY REMOTE LEAGUE.
9. Adjust your roster as needed. If your team roster is OK, got to step 11.
9A. If a substitute is needed, select the player to be subbed for. If a regular sub is available, select the sub that will replace the regular player. If the sub isn't on your roster, choose NEW SUBSTITUTE and enter in the first and last name of the player.

9B. To swap players, highlight and select the player to move. Next, highlight and select the player that you are swapping with.

10. Allow your opponent time to adjust their roster using the same steps as in 9.
11. With both teams ready to play, select START MATCH. Each game in the match will list the players involved and what type of game it is.
DO NOT INSERT MONEY FOR UNTIL PROMPTED TO BY MACHINE!!!
League dues and fees for the cost of game will be required by both teams before the match can start.

New Players can be added through the League office 414-526-2453 from 8:30am to 5:00pm Monday through Friday. This is for the benefit of the team, adding players through the office allows the coordinator to add an average if one is found on the selected player, This also makes setting up the board a lot easier.

Teams can change lineup order before you start, **TEAMS ARE PROHIBITED TO CHANGE LINEUP AFTER THE START OF PLAY!**

The Four players entered before play must play the whole match, NO EXCEPTIONS!
If a player must leave during match, the said players turn will be skipped over. NOBODY ELSE CAN FILL IN FOR THAT PLAYER!!

CHECKS WILL BE ACCEPTED FOR FINES, FEES, OR ENTRIES FOR TOURNAMENTS.
CHECKS NEED TO BE MADE OUT TO: WISCONSIN P&P AMUSEMENTS
ANY BOUNCE BACK CHECKS WITH NON-SUFFICIENT FUNDS WILL BE FINED AN ADDITIONAL $50.00

LEAGUE FEES, SANCTIONING, AND DEADLINES

The Roster Deadline for Fall/Winter Leagues is August 31st. You are required to turn in the Team Signup Form, $50/$30 sponsor fee, and $12 per player for NDA, WAMO, and NADO sanctioning by August 31st. Leagues are partnered with the North American Dart Organization (NADO). Ask a bartender for pamphlet. All players with enough points will have a chance to make NADO's end of the year tournament, Which has $400,000 in payouts.

League play will begin mid-September. All Leagues will begin at 7:30pm with a 20 min grace period. High Ton's Leagues will be remote with the option to travel.

Player's Fees will be $10 per player or $40 per team weekly, with $6 per player or $24 per team going towards end of the year payouts. Teams will play in format of how they signed up, with 4 playing each night and a limit of 10 players per roster. All Leagues will be generated online,

including standings. Teams will also be notified for any tournaments Via the Dart Machine "League Stats", and at www.wisconsinpandp.com.

Please keep in mind that Wisconsin P&P Amusement "High Tons" League is designed to be a fun experience for all players and good sportsmanship and common sense is expected from all participants.

Rosters

The roster limit is 10 players. Once a team has 10 players, no additional players can be added without dropping a player from the roster. Dropping a player must be done through the office or dart coordinator.

Once a player is set on a roster and played 1 match, that player cannot change/switch teams within that league. A player cannot shoot in more than 1 division. Example if they shoot in Division 1 on Tuesdays, they cannot shoot/sub on a different team in Division 2 on Tuesdays.

Teams may add new players at any time up to the roster deadline. The roster deadline is on your schedule. Complete rosters will be posted to our web site after the roster deadline. If a player is not listed, they are not eligible to play after the roster deadline. It is recommended that teams have at least two substitutes available at all times!!!

New players will be permitted to play after the roster deadline only under extremely extenuating circumstances such as sudden illness or accident. (Player(s) unable to play will be DROPPED and new players can only bring the roster up to SIX players.) For a team to add new players after the roster deadline they must have written permission from the league secretary before the new player can play. The new players average must be equal to or lower than the person they are replacing.

All league players must be at least 21 years of age to participate in the various licensed establishments. It is the captain's responsibility to make sure all players are of age. Any team caught with minors on it will be dropped from the league with all prize money forfeited.

Under no circumstances will new players be accepted the last 3 weeks of league play

Starting Times & Forfeits

League starting time is 7:30 pm (CST).If a partial team is there you can start shooting but skipping the play of the absent players.

If an entire team is not present or connected to your board in remote play, there is a 20 minute grace period to 7:50pm (CST). If they do not show up in time, this will be considered a forfeit. The team present enters their name as HOME team, puts in the dues, and enters their name as the VISITING team. The dart board will ask "IS THIS A FORFEIT?" Enter yes. Your Team will be credited for all wins.

A Forfeit will cost a team a fine of $40 equaling a total $80 after league fees. The forfeit fine fund will go into the city fund.

Leagues will NOT be canceled for any reason! If a team asks for a reschedule due to severe weather conditions, be nice person and try to accommodate that request.

HANDICAPPING

Spot points/spot marks. All Games are OPEN IN/OPEN OUT.

Spot Points is a percentage based handicap method using a player's PPD average. In each match players are compared to the highest PPD in that game to determine the starting scores. The Arachnid League System calculates this automatically. The lowest averaged player will always start at 301/501. The higher players will start higher. The Arachnid system will pull a player's average from the history file if they are on your roster and in the board prior to the first time they shoot. When you are adding a player to your team in match set-up, you will have to enter their correct PPD & MPR from our web site manually. When you add a new player that is not listed in this guide, they will come in at the leagues default (this will be on the schedule). After the first week, their current average will be used for handicapping.

New players can also be added through the league office up until 3:00pm the day of league play. Adding players thru the office will allow League Leader to pull your average from the history file. This will be an average of all leagues played in during the last 5 years and will most likely be lower than the average listed in the Captains Guide. This will also make set up at the board much easier.

Spot Marks is used for Cricket games. It uses the average MPR of each player in the game. Multiple players on the same number will be averaged together to determine the "Team" MPR. The dartboard will then determine who "deserves" the extra marks and will place them accordingly. The higher team will not have any marks to start the game.

League Standings

1. League standings will be based off ==Total wins==.

2. League standings will be posted on the dartboards and our website the day after league.

==In the event two teams tie for first, second or third place the head to head scoring will determine the winner. If still tie – the two teams will split. (Example: 2 teams tie for 1st – still tie after checking all head to head matched – 1st and 2nd Place Bonus money will be added together and divided by 2)==

==You have 1 week after the end of the season to make-up any missed matches. If you cant make-up a past match by that deadline, forfeits or other inquiries will be applied.==

STANDINGS RULE
YOU CANNOT MOVE UP IN STANDINGS IN THE EVENT OF FORFEIT

Contesting a Game/Match

If you would like to contest a game, because of the actions of your opponent were against the rules. You can text or call ==414-526-2453== giving the timeframe of when it happened and who did it. If "==foul play==" is found, your team will be awarded that game.

Locations & Sponsors

==All games must be played on an eligible board own and operated by Wisconsin P&P Amusements.==

If a tavern has a temporary shut-down or capacity limitations imposed, the following procedures should be used:
1. Play at the opponent's bar if they have a board available.
2. Play at a neutral location with an open board.
3. Reschedule the match. ==(only if both other options were not possible)==

Teams may switch sponsors/location, they must reimburse the sponsor fee to the bar that theyre leaving. ==(the original fee will stay in the prize fund)== The team or new sponsor will have to pay the $50.00/$30.00 sponsor fee again.

The Game of 01

1. The game is '01 Any In-Any Out. The Bull's Eye will count 50 points.

2. All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.

3. When a player reaches zero, the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the player/team that reaches zero wins. If a player reaches zero when he is "blocked" or "frozen," they will not be credited with any individual feats (4RO, 6DO, etc./5RO, 9DO, etc.), and the win will be credited to the opposing team as a team win only.

4. All general rules of play will apply

The Game of Cricket

.1. The game of Cricket will be played with a double Bull's Eye.

2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and Bull's Eye in any order before your opponent(s). The player/team that closes all numbers and the Bull's Eye first, and has a greater or equal point score, wins.

3. An outer Bull's Eye will count 25 points and an inner Bull's Eye will count 50 points.

4. All general rules of play will apply

General Rules (Apply to all games)

Each player has three darts to throw per turn, you may pass a dart or all darts, darts that are passed up will not be counted as darts thrown. (You are not required to throw all darts)

If a dart misses the board or doesn't stick, it counts as a dart thrown. If the dart sticks but reads the incorrect score, the "the board doesn't lie" rule is in effect. If a dart is thrown and sticks in the board but reads "???" or no thrown dart, you may press in said dart with index finger pointing out which dart you are pressing blatantly to camera for future use. (If you do this and we cannot tell what dart you are pressing, it will be labeled as an illegal dart and you will forfeit that game).

Darts on board cannot be touched or pulled out until turn is over (or under discretion of opponent's).   Any darts thrown before your turn cannot be thrown again.

THE GALAXY DART BOARDS HAVE A "BACK UP" FEATURE THAT ALLOWS YOU TO USE THE UP ARROW AND ERASE UP TO 8 DARTS THROWN OUT OF TURN. Push the up arrow and it will erase each dart that scored and add back the number to the proper score.

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 the name of that player's partner or opponent – you may use the BACK UP FEATURE.

Equipment

Players may use their own darts if they meet the following specifications.
a) They must be plastic tip darts. Tips may not be broken or cut off.
b) Flights may be any length so long as dart does not exceed 8" in total length.
c) Flights must not exceed ¾" from shaft to flight edge and you may not have more than (4) wings.
d) They must not exceed 20 grams each in weight.
e) No player may use rosin or a foreign substance!

When throwing, a darter must stand with both feet no closer than the front edge of the throw line. It is legal to lean over but not to step across the throw line. If a darter places any portion of his foot (or shoe) over the line, the opposing team can call a foul. The first time will be considered a warning with no penalty. The second time that darter will forfeit his next three darts. Any additional fouls will be forfeit of that game.

Distracting other players is not allowed. Common sense and good sportsmanship shall be used during play regarding any questions that might arise. The captains (or acting captains) shall attempt to settle any disputes that may arise. Disputes that cannot be settled must be protested.

When a player gets up to the throw line, they must throw all darts they intend to throw before leaving the throw line. (EXAMPLE: you cannot throw one dart and go get a beer and then come back and throw your other dart(s).

<u>Remember this is just a game, JUST HAVE FUN AND BE RESPECTFUL!!!</u>