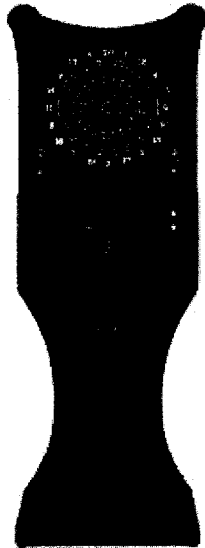
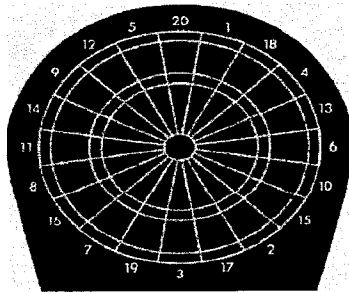


# **ASSOCIATED VENDING INC. DART LEAGUE RULEBOOK**



## **CAPTAINS GUIDE BY - LAWS AND RULES**



**ASSOCIATED VENDING INC.  
10305 READING ROAD  
CINCINNATI, OH 45241  
OFFICE # (513) 733-1122  
FAX # (513) 733-1152  
MOUSE CELL # (513) 484-9860  
TARA CELL # (513) 884-9821**

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# ASSOCIATED VENDING, INC.

## DART LEAGUE ROSTER

10305 READING ROAD  
CINCINNATI, OHIO 45241  
(513) 733-1122 OFFICE  
(513) 733-1152 FAX  
(513) 884-9821 TARA CELL  
(513) 484-9860 MOUSE CELL

### NIGHT OF LEAGUE :

MONDAY MIXED COUPLE

TUESDAY OPEN

THURSDAY HANDICAP

TEAM NAME : \_\_\_\_\_

SPONSORING LOCATION : \_\_\_\_\_

LOCATION ADDRESS : \_\_\_\_\_

LOCATION PHONE # : \_\_\_\_\_

CAPTAIN'S NAME \_\_\_\_\_

CO CAPTAIN \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ ZIP \_\_\_\_\_

CITY \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE # \_\_\_\_\_

PHONE # \_\_\_\_\_

PLAYER 3 \_\_\_\_\_

PLAYER 4 \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ ZIP \_\_\_\_\_

CITY \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE # \_\_\_\_\_

PHONE # \_\_\_\_\_

SUB 1 \_\_\_\_\_

SUB 2 \_\_\_\_\_

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CITY \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE # \_\_\_\_\_

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**ASSOCIATED VENDING  
DART LEAGUE RULES**

**A.) OBJECTIVES**

1. TO PROMOTE THE GAME OF DARTS, ENCOURAGING SPORTSMANSHIP, GOODWILL, AND UNITY AMONG THE PLAYERS OF THE GAME THROUGH ORGANIZED LEAGUE PLAY.
2. TO PROVIDE RULES, METHODS, SCORING PROCEDURES AND STATISTICS THAT ENHANCE THE COMPETITIVE SPIRIT THROUGH A STRUCTURED ORGANIZATION AND MAINTAINS THE SOCIAL BENEFITS OF A FRIENDLY SPORT.
3. TO PROVIDE A METHOD OF ACCOUNTABILITY AND GUARANTEE FOR LEAGUE FUNDS.
4. THE RECOGNITION OF LEAGUE PERFORMANCE AND PERSONAL ACCOMPLISHMENTS OF THOSE WHO SUPPORTED THE LEAGUE AND ASSOCIATION THROUGH THEIR PARTICIPATION.

**B.) REGULATIONS AND RIGHT**

1. THE SPONSORS, TEAMS AND PLAYERS SHALL BE ENTITLED TO THE RIGHTS AND PRIVILEGES OF THE LEAGUE ASSOCIATION AND ARE SUBJECT TO THE RULES AND REGULATIONS OF THE ASSOCIATED VENDING DART LEAGUE.
2. A TEAM OR INDIVIDUAL MAY BE EXPELLED FOR UNBECOMING BEHAVIOR, POOR SPORTSMANSHIP, OR ANY OTHER REASON DETRIMENTAL TO THE LEAGUE OR ESTABLISHMENT BASED UPON THE COLLECTIVE DECISION OF THE LEAGUE COORDINATORS.
3. SPONSORS AND CAPTAINS HAVE THE FULL AUTHORITY TO REMOVE PLAYERS AND ADD PLAYERS TO A TEAM BEFORE THE FOURTH WEEK OF THE SEASON.
  - a.) A PLAYER THAT IS REMOVED FROM A ROSTER IS ELIGIBLE TO PLAY FOR ANOTHER TEAM IN THAT DIVISION IN THE SAME SEASON ONLY IF A WRITTEN CONSENT FORM IS SIGNED BY THE CAPTAIN OF THE ORIGINAL TEAM AND PRESENTED TO THE LEAGUE COORDINATOR TO BE KEPT ON FILE. (CONSENT FORMS CAN BE OBTAINED FROM THE ASSOCIATED VENDING LEAGUE COORDINATOR.)
4. WHEN A SPONSOR CLOSES TEMPORARILY DURING THE SEASON THE TEAM (S) SPONSORED BY THE LOCATION MUST FOLLOW THE REGULATION BELOW:
  - a.) THEY MUST SELECT AN EXISTING ASSOCIATED VENDING SPONSOR FROM THE SAME LEAGUE THEY WERE AFFILIATED WITH TO PLAY THEIR REMAINING HOME GAMES (OR UNTIL THE SPONSOR REOPENS.)
  - b.) IF THERE ARE NO SPONSORS WITHIN THEIR LEAGUE THAT HAS AVAILABLE BOARDS THE TEAM (S) MUST SELECT A SPONSOR THAT IS IN THE GEOGRAPHICAL PROXIMITY OF THE OTHER SPONSORS IN THE LEAGUE.
  - c.) ONCE A NEW SPONSOR HAS BEEN SELECTED THE TEAM (S) CANNOT SWITCH TO ANOTHER SPONSOR. IF THE TEAM (S) FOR SOME REASON DO NOT WANT TO PLAY FOR THE NEW SPONSOR THEY HAVE TWO OPTIONS: 1.) FORFEIT ALL HOME GAMES OR 2.) PLAY ALL HOME GAMES AWAY.

- d.) IF YOU OR ONE OF YOUR PLAYERS ON YOUR TEAM IS NOT ALLOWED IN ONE OF THE LOCATIONS THAT IS IN THE DART LEAGUE YOU MUST FIND SUBS FOR THAT MATCH. THERE WILL BE NO EXCEPTIONS TO THIS RULE. IF YOU ARE BARRED OUT YOU ARE BARRED OUT.
- 5. THE ESTABLISHMENT SHALL PROVIDE THE DART MACHINE AT THE DESIGNATED TIME AND INSURE THE PROPER THROWING DISTANCE OF 96 INCHES FROM THE FACE OF THE DART BOARD OR 88 ¾ " FROM THE FRONT OF THE MACHINE.
- 6. EVERY TEAM SHALL HAVE A DESIGNATED CAPTAIN. THE DUTIES OF THE CAPTAIN ARE:
  - a.) CAPTAINS SHALL BE PRESENT OR SEND AN ACTING CAPTAIN TO ALL LEAGUE MEETINGS; THE CAPTAIN IS THE ONLY SPOKESPERSON FOR THE TEAM.
  - b.) RESPONSIBILITY TO INFORM ALL TEAM MEMBERS OF THE LEAGUE RULES AND REGULATIONS.
  - c.) PROVIDE OR MAKE SURE THAT THE LEAGUE RULES ARE MADE AVAILABLE TO ALL TEAM MEMBERS AND ARE AT ALL HOME MATCHES.
  - d.) PROVIDE THE LEAGUE SECRETARY WITH ALL PERTINENT INFORMATION PERTAINING TO THEIR TEAM AND IT'S MEMBERS.
  - e.) LEAGUE FEES WILL NEED TO BE PUT INTO THE MACHINE TO BEGIN LEAGUE PLAY.
- 7. A SPONSOR, CAPTAIN OR TEAM IS NOT PERMITTED TO CHANGE ASSOCIATED VENDING DART LEAGUE RULES EXCEPT THE STATING TIME.

### **C.) SCHEDULING**

- 1. LEAGUES AND APPROPRIATE SCHEDULES WILL BE ESTABLISHED BY THE LEAGUE COORDINATOR AND PROVIDED TO THE TEAMS AND ESTABLISHMENTS INVOLVED.
- 2. ALL MATCHES ARE SCHEDULED TO START ON TIME (7:30 PM), **NOT BAR TIME**. A 30 MINUTE GRACE PERIOD WILL BE ALLOWED FOR EXTENUATING CIRCUMSTANCES. A PHONE CALL MUST BE MADE TO ASSOCIATED VENDING AND THE BAR THAT YOU ARE SCHEDULED TO THROW AT. YOU MUST TALK TO A PLAYER FROM THE TEAM YOU ARE THROWING AGAINST, NOT A BARTENDER OR BAR OWNER.
  - a.) IF A MATCH DOES NOT BEGIN (QUARTERS IN THE MACHINE, MINIMUM NUMBER OF PLAYERS PRESENT) THE MATCH IS AUTOMATICALLY FORFEITED WITHOUT RECOURSE OF PROTEST BY PUTTING THE TEAM CARD THAT IS PRESENT IN THE MACHINE AND FORFEITING THE MATCH IN THE MACHINE.
- 3. ANY VARIATION FROM THE ORIGINAL SCHEDULED MATCH MUST BE BY MUTUAL AGREEMENT OF BOTH CAPTAINS. BOTH CAPTAINS MUST NOTIFY ASSOCIATED VENDING ON THE NIGHT OF PLAY BY 5:00 PM TO RESCHEDULE OR YOU FORFEIT ALL GAMES. THE TEAM THAT IS BEING ASKED TO RESCHEDULE DOES NOT HAVE TO RESCHEDULE THE GAME.

**D.) FORFEITS AND MISSING PLAYERS**

ALL ATTEMPTS MUST BE MADE TO AVOID THE FORFEITING OF GAMES. IF A TEAM KNOWS THEY ARE GOING TO HAVE DIFFICULTY WITH A TIME OR DATE IT IS ABSOLUTLY ESSENTIAL FOR THEM TO NOTIFY THEIR OPPONENT SO THERE WILL NOT HAVE TO BE A FORFEIT. THE TEAM CAPTAINS MUST NOTIFY ASSOCIATED VENDING WITHIN 24 HOURS OF ANY FORFEITING GAMES. NORMALLY, IF A TEAM HAS TO FORFEIT, IT IS THEIR OWN FAULT AND ALL TEAMS SHOULD ACCEPT RESPONSIBILITY OF THE FOLLOWING SCHEDULE:

1. ALL FORFEITS MUST BE HANDLED IN THE FOLLOWING MANNER:
  - a.) THE TEAM PRESENT AT THE MACHINE MUST CONTACT ASSOCIATED VENDING WITHIN 24 HOURS TO LET THEM KNOW WHICH TEAM HAS FORFEITED FOR THAT NIGHT OF PLAY. ALSO THE TEAM PRESENT AT THE MATCH MUST PUT THEIR CARD IN THE MACHINE AND FORFEIT THE MATCH OUT.
2. REMOVAL FROM THE LEAGUE: ANY TEAM FORFEITING MORE THAN 5 LEAGUE NIGHTS MAY BE REMOVED FROM THE LEAGUE AND FORFEITS ANY CLAIM TO AWARDS OR PAYBACKS.
3. THE 4 PLAYERS THAT START A MATCH MUST FINISH THE MATCH. IF A TEAM IS MISSING ONE PLAYER, THE MATCH CAN BE PLAYED. EVERYTIME THE MISSING PLAYER IS UP, THE PLAYER CHANGE BUTTON MUST BE FORWARDED TO NEXT PLAYER. THE TEAM MAKES UP THE MONEY FOR THE MISSING PLAYER.
4. IF A TEAM STARTS A MATCH WITH A MISSING PLAYER, THEN A PLAYER BECOMES AVAILABLE, THE PLAYER MAY COMPLETE THE REMAINING GAMES, BUT MUST WAIT FOR THE GAME IN PROGRESS TO FINISH. IF TWO PLAYERS ARE MISSING THE PROCEDURE APPLIES. GAMES THAT THE TWO MISSING PLAYERS ARE PARTNERS ARE FORFEITS. IF THERE ARE THREE PLAYERS MISSING, THE MATCH IS FORFEITED.
5. IF A TEAM DROPS FROM A LEAGUE, THE COORDINATOR WILL ADJUST THE STANDINGS TO INSURE PROPER (WIN/LOSE) BALANCE THROUGHOUT THE LEAGUE.

**E.) CANCELLATION/POSTPONEMENT**

MUTUAL CONSENT OF BOTH TEAMS PERMITS FOR A MATCH TO BE RESCHEDULED. NOTIFICATION TO THE LEAGUE SECRETARY MUST BE MADE PROVIDING THE MAKE UP DATE. BOTH TEAM CAPTAINS ARE RESPONSIBLE FOR THIS NOTIFICATION.

1. INCLEMENT WEATHER MAY BE REASON TO POSTPONE MATCHES. ASSOCIATED VENDING WILL CALL ALL TEAM CAPTAINS AND LET THEM KNOW THAT THE MATCH WILL BE RESCHEDULED FOR THE FOLLOWING WEEK AFTER THE SESSION ENDS.
2. THE LEAGUE SECRETARY MUST BE NOTIFIED THE NEXT DAY OF ANY RESCHEDULED OR FORFEITED MATCHES.

**F.) THE PLAY**

1. A TEAM ROSTER CAN CONSIST OF A MAXIMUM OF (8) PLAYERS.
2. PLAYERS MAY BE ADDED TO THE ROSTER THROUGH THE FOURTH WEEK OF THE SEASON.
3. CAPTAINS MUST INDICATE WHAT PLAYERS BE DROPPED IF THE ROSTER EXCEEDS (8) PLAYERS.

- a.) VERBAL ADDITIONS OF PLAYERS WILL NOT BE ACCEPTED BY ASSOCIATED VENDING UNLESS THE TEAM THAT YOU ARE THROWING AGAINST SAYS IT IS OK TO PLAY SOMEONE THAT IS NOT ON YOUR ROSTER. THE OTHER TEAM DOES NOT HAVE TO LET YOUR TEAM PLAY THAT PERSON, IF NOT YOU MUST PLAY SOMEONE THAT IS LISTED ON YOUR ROSTER.
  - b.) PLAYERS THAT ARE ON THE ORIGINAL ROSTER, BUT HAVE NOT PLAYED A MATCH BEFORE THE FOURTH WEEK ARE ELIGIBLE FOR THE REMAINDER OF THE SEASON.
  - c.) A PLAYER THAT PLAYS FOR A TEAM AFTER THE FOURTH WEEK AND WAS NOT ON THE ORIGINAL ROSTER WILL HAVE ALL WINNING GAMES DEDUCTED AND CREDITED TO THE OPPOSING TEAM. (SAME AS IN A FREEZE SITUATION.)
  - d.) IF A PLAYER ASSUMES THE NAME OF ANOTHER PLAYER, REGARDLESS OF THE CIRCUMSTANCES, BOTH THE ILLEGAL PLAYER AND THE CAPTAIN WILL BE EXPELLED FROM THE ASSOCIATED VENDING DART LEAGUE FOR THE REMAINDER OF THE SEASON.
4. REGULAR PLAYERS AND SUBSTITUTES CAN PLAY FOR ONLY ONE TEAM IN A DIVISION.
    - a.) THE PENALTY FOR VIOLATION OF THIS RULE IS ALL WON GAMES THE ILLEGAL PLAYER PARTICIPATED IN WILL BE GIVEN TO THE OPPOSING TEAM.
  5. A PLAYER THAT WANTS TO BE RELEASED FROM A TEAM MUST HAVE THE APPROVAL FROM THE CAPTAIN AND SPONSOR AND NEVER HAVE PLAYED A MATCH. THE RELEASED PLAYER CAN NOT PLAY FOR ANOTHER TEAM IN THE SAME DIVISION AS THE ORIGINAL TEAM.
  6. A CAPTAIN, IF IN DOUBT ABOUT ADDING A NEW PLAYER TO THEIR ROSTER, SHOULD CONTACT THE ASSOCIATED VENDING LEAGUE COORDINATOR OR A PLAYER LEAGUE COORDINATOR.
  7. TEAM ROSTERS MUST HAVE COMPLETE NAMES AND ADDRESSES AND A CURRENT PHONE NUMBER ON ALL PLAYERS.

#### **G.) PLAYOFFS**

1. A PLAYER WILL ONLY BE ELIGIBLE TO PLAY IN THE FINAL POSITION WEEK MATCH IF THEY HAVE PLAYED IN THREE MATCHES BEFORE THE FINAL WEEK OF THE SEASON.
2. AFTER THE REGULAR SEASON, ASSOCIATED VENDING WILL CONDUCT AN AREA – WIDE PLAYOFF CHAMPIONSHIP TO DETERMINE THE BEST TEAM IN EACH DIVISION. THIS NEEDS TO BE VOTED ON AT THE LEAGUE MEETING.
  - a.) A PLAYER TO BE ELIGIBLE FOR THE PLAYOFFS, MUST HAVE PLAYED IN THREE MATCHES IN THE REGULAR SEASON FOR THE QUALIFYING TEAM.
3. IN CASE OF A TIE AT THE END OF THE REGULAR SEASON, THERE WILL BE A PLAYOFF GAME, RACE TO 7 OR 13 WHICH EVER IS VOTED ON. THE GAME WILL BE PLAYED AT THE LOCATION OF THE TEAM WHO WON DURING THE REGULAR SEASON.

#### **H.) LEAGUE WEEKLY FEES/BYES**

1. PLAYERS PARTICIPATING IN A MATCH WILL BE REQUIRED TO PAY EACH WEEK INTO THE LEAGUE FUND, PLUS THE COST OF THE GAMES THEY WILL PLAY. (CINCINNATI DARTS IS \$5.00 PER PERSON TOWARDS LEAGUE FUND PLUS \$2.00 IN QUARTERS, SO A TOTAL OF \$7.00 PER PERSON PER NIGHT OF PLAY.), (FAIRFIELD / HAMILTON DARTS IS \$4.25 PER PERSON TOWARDS LEAGUE FUND PLUS \$1.75 IN QUARTERS, SO A TOTAL OF \$6.00 PER PERSON PER NIGHT OF PLAY.)
2. THE PLAYER LEAGUE FEES ARE DEPOSITED IN THE ASSOCIATED VENDING DART LEAGUE ACCOUNT
3. ALL PLAYER FEES ARE RETURNED BACK TO THE TEAMS THROUGH PAYOUTS, TEAM TROPHIES, SPONSOR PLAQUES AND THE SEASON ENDING AWARDS PARTY.

#### **I.) AWARD DISTRIBUTION**

THE LEAGUE FUNDS CONTRIBUTED EACH WEEK BY THE PLAYERS IS FULLY RETURNED (100%) BACK TO THE LEAGUE.

1. THE LEAGUE FUND PAYS FOR THE LEAGUE TROPHIES AND AWARDS PARTY. THE REMAINING MONEY IS DISTRIBUTED BACK TO THE PLAYERS BASED ON A TEAMS TOTAL SESSION WINS.
  - a.) THE PAYBACK FORMULA IS AS FOLLOWS: A LEAGUES TOTAL WINS OF ALL TEAMS IS ADDED TOGETHER FOR AN ACCUMULATIVE WIN TOTAL. THE LEAGUE FUND, MINUS TROPHIES AND AWARDS PARTY, IS DIVIDED BY THE LEAGUES TOTAL WINS, FOR A DOLLAR AMOUNT PER WIN. THE DOLLAR AMOUNT PER WIN IS MULTIPLIED TIMES EACH TEAMS TOTAL SEASON WINS EQUALING TEAMS PAYBACK.

#### **J.) PROTESTS**

1. ALL PROTEST MUST BE SUBMITTED TO ASSOCIATED VENDING COORDINATOR IN WRITING WITHIN 48 HOURS AFTER THE MATCH.
2. IF A TEAM BELIEVES THEY HAVE A PROTESTABLE SITUATION DURING A MATCH, THEY MUST INFORM THE OTHER TEAM AT THE GAME THAT A PROTEST WILL BE FILED. FAILURE TO DO SO WILL RESULT IN AN UNACCEPTED PROTEST.
3. THE PROTEST MUST BE WRITTEN PROVIDING ALL DETAILS IN A CLEAN, CONSISE MANNER.
  - a.) THE PROTEST MUST INDICATE WHAT RULE WAS BROKEN FOR THE PROTEST TO BE ACCEPTED.
4. MANY PROTESTS CAN BE ALLEVIATED IF THE CAPTAINS USE COMMON SENSE TO CORRECT ANY PROBLEMS AS THEY OCCUR.
5. IN THE EVENT OF A PROTEST, AND THE OPPOSING TEAM CAPTAIN HAS BEEN TOLD OF THE PROTEST, CALL ASSOCIATED VENDING AND INFORM THE LEAGUE COORDINATOR.
6. IF THE PROTEST COMMITTEE FINDS IN FAVOR OF THE PROTESTING GAME, THE MONEY THE TEAM PAID WILL BE RETURNED TO THE TEAM. IF THE TEAM LOSSES THE PROTEST, THE MONEY WILL NOT BE RETURNED AND WILL BE ADDED TO THE LEAGUE FUND.
7. THE DECISION OF THE PROTEST COMMITTEE IS FINAL AND CANNOT BE APPEALED TO THE LEAGUE COORDINATOR OR ASSOCIATED VENDING.



**K.) SPORTSMANSHIP**

1. PRIOR TO THE BEGINNING OF LEAGUE PLAY, IT IS ADVISED THAT YOU INTRODUCE YOURSELVES TO YOUR OPPONENTS AND WISH THEM GOOD LUCK.
2. ANY INDIVIDUAL OR TEAM THAT DESTROYS PROPERTY OF AN ESTABLISHMENT OR CONDUCTS THEMSELVES IN AN ABUSIVE MANNER TO THE OPPOSING TEAM OR THE ESTABLISHMENTS CUSTOMERS OR ATTEMPTS TO CONTINUALLY HARASS AN OPPOSING TEAM, DIRECTLY OR INDIRECTLY, WILL BE SUBJECT TO DISMISSAL.

**L.) TROPHIES AND LEAGUE AWARDS**

1. LEAGUE CHAMPIONSHIP TEAMS: CINCINNATI TEAMS WILL RECEIVE A BAR TROPHY FOR 1<sup>ST</sup> PLACE. HAMILTON / FAIRFIELD TEAMS WILL RECEIVE A 1<sup>ST</sup>, 2<sup>ND</sup> AND 3<sup>RD</sup> PLACE BAR TROPHY PLUS 1<sup>ST</sup> PLACE (THE REGULAR 4 PLAYERS) WILL RECEIVE INDIVIDUAL TROPHIES.
2. PLAYOFF CHAMPIONS WILL RECEIVE FIRST TROPHY.
3. THE EIGHT REGULAR PLAYERS WILL RECEIVE AWARDS FOR 6,7,8 AND 9 DART OUTS, HAT TRICK, HI TON, AND 5 THRU 9 CRICKET MARKS AND WHITEHORSE. HAT TRICKS WILL BE CREDITED TO A PLAYER WHEN THE THIRD DART HITS THE BULL'S EYE BUT DOES NOT STICK. BOTH CAPTAINS MUST AGREE ON ALL FEATS. ONE OF EACH AWARD PER REGULAR PLAYER PER YEAR WILL BE AWARDED. THIS WILL BE VOTED ON AT LEAGUE MEETING.
  - a.) A HAT TRICK IS NOT CREDITED AS A TON, ONLY A HAT TRICK.

**M.) TEAM MATCHES**

1. LEAGUE MATCHES WILL CONSIST OF 13 TO 21 GAMES. ALL GAMES MUST BE PLAYED
2. TEAMS WILL PLAY AS PARTNERS, WITH TWO MEMBERS FROM EACH TEAM PARTICIPATING EACH GAME (EXCEPT IN DOUBLE MATCHES AND SINGLE GAMES). EXCLUSIONS TO THIS RULE ARE WHEN 701 IS PLAYED AS THE FIRST GAME AND ALL PLAYERS PLAY IN THE GAME.
3. MATCH RULES
  - a.) DISTRACTING OTHER PLAYERS IS NOT ALLOWED NOR WILL BE TOLERATED.
  - b.) PLAYERS ARE EXPECTED TO BE ON LINE WHEN IT IS THEIR TURN TO SHOOT.
  - c.) COMMON SENSE AND GOOD SPORTSMANSHIP ARE TO BE USED DURING PLAY REGARDING ANY QUESTIONS THAT MAY OCCUR.
  - d.) AFTER THE FOURTH WEEK OF PLAY, ADDITIONAL SUBSTITUTES ARE NOT PERMITTED. A CAPTAIN HAS THE AUTHORITY TO ASK A PLAYER OF ANOTHER TEAM FOR IDENTIFICATION TO VERIFY THEIR STATUS ON THE TEAM AS A LEGITIMATE PLAYER. IF THE PLAYER REFUSES THE REQUEST, THE CAPTAIN THEN CAN ANNOUNCE THE MATCH WILL BE PLAYED UNDER PROTEST.

- e.) ANY TEAM THAT ACCUMULATES NUMEROUS COMPLAINTS OF DISTRACTING PLAYERS, NOT BEING READY TO SHOOT OR ATTEMPTING TO USE ILLEGAL SUBS WILL BE SUBJECT TO DISMISSAL FROM ASSOCIATED VENDING'S DART LEAGUE BY VOTE OF THE LEAGUR COORDINATORS, IN WHICH THEY WILL FORFEIT ALL CLAIMS TO WEEKLY FEES CONTRIBUTED UP TO THEIR DISMISSAL.
- f.) PRACTICE ON ANOTHER BOARD IS NOT PERMITTED ONCE THE MATCH HAS BEGUN.
- g.) COACHING OF A PLAYER ON THE THROWING LINE BY NON-TEAM MEMBERS IS NOT PERMITTED.
- h.) IF A PLAYER ABUSES A DART MACHINE BY HITTING THE MACHINE OR THE PLAYER CHANGE BUTTON STRONGLY ENOUGH TO BLANK OUT SCORES, THE PLAYER AND HIS TEAM LOSES THAT PARTICULAR GAME REGARDLESS OF THE SCORES.
- i.) IF A PLAYER DOES NOT DEPRESS THE PLAYER CHANGE BUTTON FAST ENOUGH TO ACTIVATE IT BEFORE PULLING THEIR DARTS FROM THE BOARD AND CAUSES A DART TO SCORE AFTER IT FAILED TO SCORE WHEN THROWN, THE PLAYER WILL LOSE THEIR NEXT TURN.
- j.) WHEN A DART BOUNCES OFF THE DART MACHINE AND HITS THE PLAYER CHANGE BUTTON CAUSING THE MACHINE TO FORWARD TO THE NEXT PLAYER AND THE ORINGINAL PLAYER STILL HAS REMAINING DARTS TO BE THROWN, THEY MUST NOTIFY THE OPPOSING TEAM'S CAPTAIN. THE ORIGINAL PLAYER MUST THEN FORWARD THE MACHINE BACK TO HIS POSITION AND THROW THEIR REMAINING DARTS.
- k.) IF THE THROWING PLAYER DOES NOT NOTICE THE DART HITTING THE PLAYER CHANGE BUTTON AND CONTINUES TO THROW THEIR DARTS ON THEIR OPPONENTS SCORE THE DARTS STAND AS THROWN AND THE OPPOSING TEAM MEMBER IS ALLOWED TO THROW ALL THREE OF THEIR DARTS.

**N.) DART MACHINE MALFUNCTIONS**

1. IF A MACHINE MALFUNCTIONS DURING A GAME WITHOUT PROVOCATION BY A PLAYER AND THE MACHINE RETURNS TO SERVICE BY RE-COINAGE THE TEAMS HAVE THE FOLLOWING OPTIONS:
  - a.) RE-START A NEW GAME WITH NEW SCORES.
  - b.) IF TEAM CAPTAINS CAN RECALL THE EXACT SCORES BEFORE THE MALFUNCTION, THEY CAN RE-DUPLICATE THE SCORES AND RESUME PLAY.
2. IF THE MACHINE MALFUNCTIONS AND CAN NOT BE RETURNED TO SERVICE BY RE-COINAGE AND THE MATCH CAN NOT BE RESUMED, THE CAPTAINS HAVE THE FOLLOWING OPTIONS:
  - a.) PLAY ON ANOTHER BOARD IN THE SAME LOCATION IF POSSIBLE.
  - b.) RESCHEDULE THE MATCH AT THE SAME LOCATION ON ANOTHER DAY (WITHIN ONE WEEK).

- c.) PLAY THE REMAINING GAMES AT THE OPPONENTS LOCATION AND PLAN TO PLAY THE NEXT ROUND AT THE LOCATION WITH THE UNSERVICEABLE MACHINE.
- d.) PLAY THE REMAINING GAMES MANUALLY.

**O.) STUCK SEGMENT**

WHEN A SEGMENT BECOMES STUCK ON A GALAXY II MACHINE, FOLLOW THE PROCEDURE BELOW:

1. IF AFTER THE FIRST DART IS THROWN, THE PLAYER NOTIFIES THE OPPOSING CAPTAIN OF THE STUCK SEGMENT, BOTH PLAYERS GO TO THE BOARD AND THE OPPOSING CAPTAIN REMOVES THE DART. AFTER THE DART IS REMOVED, THE PLAYER RETURNS TO THE LINE TO THROW THE REMAINING TWO DARTS.
2. IF AFTER THE SECOND DART IS THROWN, THE PLAYER NOTIFIES THE OPPOSING CAPTAIN OF THE STUCK SEGMENT AND BOTH PLAYERS GO TO THE BOARD, THE OPPOSING CAPTAIN PUSHES ON THE STUCK SEGMENT WITH THEIR FINGER AND REMOVES THE FIRST DART THROWN AND THEN THE SECOND DART IN THE STUCK SEGMENT. THE PLAYER THEN RETURNS TO THE LINE AND THROWS THE THIRD DART.
3. IF AFTER THE THIRD DART IS THROWN, THE PLAYER INFORMS THE OPPOSING CAPTAIN AND BOTH PLAYERS GO TO THE BOARD, THE OPPOSING CAPTAIN PUSHES ON THE STUCK SEGMENT WITH THEIR FINGER AND REMOVES THE FIRST DART, THE SECOND DART, AND THEN REMOVES THE STUCK SEGMENT DART AND PUSHES THE PLAYER CHANGE BUTTON.
4. IT IS NOT UNUSUAL TO HAVE A DOUBLE SCORE ON THE SEGMENT STUCK DART, THIS SCORE IS ALLOWED.

**P.) LEAGUE STANDINGS**

1. THE FIRST CRITERIA WILL BE TEAM'S GAMES WON/LOST PERCENTAGE.
2. THE SECOND CRITERIA WILL BE THE NUMBER OF GAMES WON. (DURING LEAGUE PLAY, TEAMS COULD FEASIBLY HAVE THE SAME PERCENTAGE, BUT NOT HAVE PLAYED OR WON THE SAME NUMBER OF GAMES.)

**Q.) DARTS**

1. A PLAYER MAY USE THEIR OWIN DARTS IF THEY MEET THE FOLLOWING GUIDELINES:
  - a.) THEY MUST BE PLASTIC TIP
  - b.) DART GRAM WEIGHT CANNOT EXCEED 18 GRAMS
2. IF A CAPTAIN BELIEVES THAT A TEAM IS USING DARTS HEAVIER THAN 18 GRAMS THEY CAN PROTEST THE MATCH AND FOLLOW THE GUIDELINES IN THE RULEBOOK UNDER PROTESTS.

**R.) FREEZE OUT RULE**

1. WHEN A PLAYER WANTS TO GO OUT IN A GAME, HIS OR HER PARTNERS SCORE MUST BE BELOW THE COMBINED SCORE OF THEIR OPPONENTS. IF THEY GO OUT, AND THEIR PARTNERS SCORE IS LARGER OR TIED, THEY AUTOMATICALLY LOSE THE GAME AND THE WIN GOES TO THE PLAYER AFTER THE PERSON WHO TOOK OUT THE GAME AND WAS FROZEN.

**IT IS YOUR RESPONSIBILITY TO PAY ATTENTION TO THE SCORES OF BEING FROZEN NOT THE MACHINES.**

**EXAMPLES**

**FROZEN SITUATION**

**PLAYER 1**

23

**PLAYER 2**

100

**PLAYER 3**

25

**PLAYER 4**

4

**PLAYER 4 IS FROZEN**

---

# DART LEAGUE FINAL ROSTER

**TEAM NAME:** \_\_\_\_\_

**LOCATION NAME :** \_\_\_\_\_

**LEAGUE NIGHT :** \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_

**I NEED THIS FILLED OUT AND TURNED IN BY THE 4<sup>TH</sup> WEEK OF PLAY. IF I DO NOT RECEIVE THIS BACK THE PLAYERS THAT ARE ON YOUR ORIGINAL ROSTER WILL BE THE ONLY ONES PERMITTED TO PLAY. SO PLEASE JUST FILL IT OUT AND TURN IT IN.**

**IF YOU HAVE ANY QUESTIONS PLEASE FEEL FREE TO CALL THE OFFICE AT 733-1122.**

**THANK YOU,  
TARA AND MOUSE  
ASSOCIATED VENDING INC.**

# DART LEAGUE TEAM T- SHIRT SIZES

**TEAM NAME:** \_\_\_\_\_

**LOCATION NAME :** \_\_\_\_\_

**LEAGUE NIGHT :** \_\_\_\_\_

<u>PLAYERS NAME</u>	<u>T- SHIRT SIZES</u>
1. -----	-----
2. -----	-----
3. -----	-----
4. -----	-----
5. -----	-----
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8. -----	-----

**I NEED THIS FILLED OUT AND TURNED IN AS SOON AS YOU KNOW THE FINAL 8 PLAYERS ON YOUR TEAM ROSTER. IF I DO NOT RECEIVE THIS BACK THEN WE WILL GUESS WHAT T- SHIRT SIZES YOUR PLAYERS ARE. SO PLEASE JUST FILL IT OUT AND TURN IT IN.**

**IF YOU HAVE ANY QUESTIONS PLEASE FEEL FREE TO CALL THE OFFICE AT 733-1122.**

**THANK YOU,  
TARA AND MOUSE  
ASSOCIATED VENDING INC.**