



TITAN DART LEAGUE RULES AND GUIDELINES

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NDA SANCTIONED LEAGUES RULES/GUIDELINES

For clarification of Titan Dart Leagues position on NDA Rules and Guidelines, the player can refer to the information found on the NDA website at www.ndadarts.com. For your convenience, the following is an excerpt from the forward of the NDA Official Rules / Player Guidebook:

“Topics covered in this pamphlet are to be viewed in two ways. First, there are areas of standardization that require compliance of NDA-sanctioned leagues.

Secondly, there are areas that have been included herein that are suggested means of conducting local league play. In all these areas your local NDA charter holder will have full and unequivocal authority to implement rules for league play.”

Titan Darts strictly adheres to those standards the NDA requires in order to secure sanctioning of our leagues.

The following individual rules and guidelines have been set forth for all Titan League and Regional Tournament play.



TITAN DART LEAGUE RULES AND GUIDELINES

PLAYER RATINGS

New Players

Any player not currently rated with Titan Darts, wishing to play in Titan Dart leagues will be considered a “Temporary Rated Player” (TRP) for purposes of rating. New players can contact their Titan Dart League Coordinator to determine the method for obtaining a temporary rating. New players “temporary” rating must be established prior to signing up for league, and the player must use the same rating for all teams they sign up to play.

Temporary Rated Players

Temporary rated players are allowed to end the season two (2) ratings higher than the rating they began the season with. Any temporary rated player whose rating raises three (3) or more will “bust” their team. Any busted team will drop to last place and the team will be required to replace the busted player with an alternate or substitute player at the regional tournament.

Seasonal Rating Changes for Established players

- Players who have an established league rating can have their rating increase season to season by any amount without consequence.
- Players who find their rating dropping season to season will have their rating drop at a rate of no more than one (1) point a season.

Returning players

Players returning after not having played in Titan Leagues for two **SEASONS** have these options:

- Player rating dropped by one and player will return as a Temp player with the same limitations of a new temp player or,
- Player returns with their last documented rating and is not considered a temporary rated player

Qualifying for a permanent Titan rating

All players must play a minimum of 36 games within the same league, to establish a permanent player rating. This applies to subs as well as permanent players on a team.



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Titan Master or Titan Elite Qualification

- For the purpose of qualification as a Titan Master player or as a Titan Elite player, players must play 11 of 14 weeks (minus any byes) of the league(s) in which their qualifying MPR and PPD numbers are taken.
- This rule does not replace the rating rules as stated earlier in this document.
- Qualification for Titan Master:
 - a. Men – Rated 15 with $MPR \geq 3.80$
 - b. Women – Rated 8 with $MPR \geq 2.40$
- Qualification for Titan Elite
 - a. Men – Rated 18 with $MPR \geq 4.40$
 - b. Women – Rated 11 with $MPR \geq 3.00$

Titan Darts Top Player Qualification

- For the purpose of qualification as the Top Titan Men's or Women's player, players must play 11 of 14 weeks (minus any byes) of the league(s) in which their qualifying MPR and PPD numbers are taken.
- This rule does not replace the rating rules as stated earlier in this document.



TITAN DART LEAGUE RULES AND GUIDELINES

LEAGUE

Start Times

- All Titan dart league matches will begin at 6pm on Sundays, and 6:30pm Monday-Thursday.
- Dart matches should start no later than 15 minutes from scheduled start time. Teams may elect to extend this time if it is agreed upon by both team captains.
- Any team that is unable to make the scheduled match is responsible for contacting the other team to reschedule the match.
- If a team has not rescheduled the match, and does not show up within 30 minutes, the team on location can be awarded a forfeit. All teams should make every effort to reschedule if possible. Contact your league coordinator to manage forfeits.
- All rescheduled/makeup matches must be completed by the final date listed on league signup sheets. This is generally the last scheduled day of league.

Substitute Players

- Any player who is a member of a team in a league may not substitute on any other team in that same league.
Any player who substitutes twice for a team during the season will be considered a permanent member of that team, and is not eligible to sub for any other team within that league.
- Standard Leagues: If a team requires a substitute player during league play, the substitute must be the same rating or 1 rating lower than the original team member being replaced.
- Handicap Leagues: Substitutes in handicapped leagues must be ± 2 rating points of the original team member being replaced. In the event the handicap league has a cap, the resulting team must remain under cap.

Alternate Players

- To be considered an alternate player, the alternate must be listed on the league sign up sheet before the beginning of the season.
- Any player added to a team roster as a rotating alternate player, must be within two (2) ratings of the player they are replacing. Team must stay at or under league cap.

Locations

All matches must be played at the scheduled location. If a match is not played at the scheduled location, both teams will receive a zero win forfeit. The locations pay a team fee for each team playing at their bar, and are entitled to have their home teams playing at their location. The following are exceptions to this rule:

- If a scheduling mistake results in more teams being scheduled at a location than there are boards available, team captains must contact their league coordinator for resolution.



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- If the location is closed or otherwise unavailable on a scheduled league night for some reason, the match can be played at the visitor's location if both teams agree.
- If the only time available for a rescheduled match results in play occurring on a night when no boards are available at the home location, the match may be played at the visiting location if both teams agree.

86'd Players

If a player is 86'd from a location that player must find a substitute player if they are scheduled to play in that location. A player being 86'd from a location does not qualify as a reason to play at a different location under any circumstances. If one of the exceptions listed above occurs on a team that has an 86'd player, the player must still find a replacement for the 86'd player even if the match is played in a location they can enter.

Forfeits

Forfeits are a problem for the overall league, and may affect final league standings. Therefore, the following rules are in place for any team who forfeits a match.

- The forfeiting team will lose half of their pay per win money for the first forfeit.
- Any additional forfeiture, within the same season, will result in the forfeiting team losing all pay per win money and eligibility to play in regionals.

Win awards for forfeits

All forfeits will be awarded at the end of the season. The team winning by forfeit will receive their seasonal win percentage plus 1. For example, in an A division with 19 games, Team ABC wins by forfeit. Then won 58% of their games during the season. They would win the match $19 * .58 = 11$, then receive the plus 1, for a 12-7 win. A team that wins by forfeit cannot lose the match. If their win percentage is less than 50%, they win the match plus 1. In the same 19 game league, that team would win 10-9, plus 1 for a 11-8 win.

Multiple League Play

There have been players opting to play on multiple leagues that traditionally play on the same night. While players are encouraged to play as many different leagues as they would like, the following rule will apply for regional play only:

- The Player will be required to declare which of the conflicting leagues they will choose to participate in at regionals.



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Managing Teams Dropping from League

We are very understanding of situations that require some players to remove themselves from league play. While we understand these situations arise, teams dropping from league can have a huge negative impact on the player experience in our leagues. Try to be sure you will be able to complete the league season when forming your teams. While we want as many teams involved in leagues as possible, we want all teams signed up to complete the season.

Teams that drop from the league must have a valid reason, or the players involved may be considered not in good standing with the league. Players considered not in good standing may be asked not to play the following season at the discretion of their league coordinator. Players considered not in good standing may also be prevented from participating in the Clash tournament at the discretion of their league coordinator.

- If a team drops prior to the first night of league, the team will be removed from the league and the schedule will be re-generated. Players will be notified as soon as the League is aware the change is necessary.
- If a team drops after they have played at least one match, but they have not played every team in the league at least once, the team will be removed from the league and a bye will be inserted into the schedule in their place. All wins/losses vs. this team will be backed out of the league. All player stats will remain so players get credit for the games they played.
- If a team drops after they have played every team in the league one or more times, the team will be removed from the league and a bye will be inserted into the schedule in their place. All wins/losses vs. this team will be backed out back to the point where they played every team equally. The wins/losses from the matches played prior to this point will remain in the league. All player stats will remain so players get credit for the games they played.



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ADDITIONAL GENERAL RULES:

General Sportsmanship

- When a player is at the throw line, they will be given an invisible three foot circle. The other team is not allowed to move within this circle until the throwing player has removed their darts.
- During league matches, all players will be ready to play when it is their turn to throw. Players are not allowed to sing karaoke, play pool, bowl, or any other activity during their league match.
- Smoke/bathroom breaks and going to the bar will be done in a timely fashion to minimize wait time. Any player, who disappears without explanation during a match, can be passed by the opposing team until their return.
- There is zero tolerance for fighting during league matches.

Practicing

There is absolutely no practicing, by any team member on any board, once a league or regional tournament match has started.

Remote Game Etiquette

- There is absolutely no practicing, by any team member on any board, once the match has started.
- Both teams should be contacting the opposing team a minimum of 1 hour in advance of the match. Do not coin the board until you have verified your opponent is on location to play.
- Smoke or Bathroom breaks should be communicated with the other team if it will interfere with the match.
- While your opponent is throwing, you are expected to show the same courtesy as if you were in the same location. Be conscious of the cameras and what you are doing in front of them they could be unsportsmanlike or a distraction.

Coaching

No person, other than a participating member of the team playing, is allowed to coach a player during a match. Participating team members are allowed to coach their team-mates while they are at the line.

Cell phone Use

Constant cell phone use or texting, during matches, is distracting to fellow team-mates. Cell phone use should be limited to emergency situations only. Constant talking or texting, during a match, is not allowed.



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Walkout during League Play

Any player, who walks out during league play for any reason other than an emergency situation, will be subject to the following:

- Player will lose their Clash eligibility for that season on first walkout.
- Player will be warned that any future walkout will result in ineligibility to participate in that seasons regionals or leagues the following season.

In addition, the following procedure will be followed after a walkout.

- League play will stop at the point of the walkout.
- Teams will receive wins/losses to the point of walkout.
- Players will unplug the board, and follow the directions after the board is plugged back in, to discontinue league play.
- League coordinator will be informed to ensure proper recording of league stats.



TITAN DART LEAGUE RULES AND GUIDELINES

Dartboard Registering:

- The procedure to be followed regarding any dart that registers incorrectly on a dartboard will be agreed upon before the match begins by the captains of each team.
- This decision will include darts that stick but do not register, as well as darts that stick but register incorrectly.
- Team Captains will determine whether to allow the backup of any dart that registers incorrectly, or to accept the registering of any dart as it stands.
- If the registering of a dart is to be corrected, the opposing team captain must verify the correction is necessary prior to the offending dart getting pulled and before the correction is made.
- Any dart scored that ends a game, even if incorrectly scored, may not be changed. The score is always accepted as correct in this case.
- Bounced darts will not be corrected.
- It is the individual player's responsibility to make sure the player change button has been pushed and the board has advanced to their position before their darts are thrown.
- If a dart is thrown before the "Throw Dart" message lights, the dart will not score and is considered a thrown dart. It may not be scored, or thrown again.

Machine Reset

If a machine resets due to a reason beyond your control and the machine does not provide the option to continue the game from its point of interruption, the game will be replayed from the start.



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FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, or in extreme cases, expulsion from tournament, league, future leagues, or future tournaments. If fouls occur and there is no resolution, team captains are encouraged to contact their Titan Dart League coordinators for resolution.

1. **Behavior**

No rude or distracting behavior, while a player is at the throwing line, will be tolerated. Team captains should enforce this within their own teams. Team captains will issue a warning to the offending team's captain. If the behavior continues, the offending player will lose their next three darts. If the offending player is not actively playing at the time of the foul, their next team member to shoot will lose their next three darts. Spectators behaving in a rude or distracting manner will be asked to discontinue, or the team they support may be charged with a foul.

2. **Foot fouls**

- On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul will be committed.
- The player will be warned on first offense.
- Any subsequent foot fouls, after initial warning, will result in loss of the players next three darts.

3. **Player Turn**

It is each player's responsibility to see that the machine is displaying the appropriate player's name/number prior to throwing their darts. Play is stopped immediately when the infraction is noticed. **EVERYTHING SHOULD BE DONE TO PRESERVE THE GAME. USE OF THE BACKUP FEATURE SHOULD BE YOUR FIRST OPTION.** If this is not possible, the following consequences shall apply:

If the player throws while the machine is displaying an opponent's name/number, it constitutes a foul:

- If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
- If the player throws all three darts on the opponent's name/number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponents name/number) and the game proceeds normally.



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- If a player throws out of turn and ends the game on that turn, their team loses that game

If the player throws when the machine is displaying the name/number of that player's partner, it constitutes a foul:

- If the player has thrown all three darts, their turn is completed. The machine is advanced to the correct player position. Play resumes as normal except that both players from the offending team lose their next turn.
- If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn

If the player throws when the machine is still displaying "Change Player", it constitutes a foul:

- If the player has thrown all three darts, their turn is completed. The machine is advanced to the correct player position. Play resumes as normal.
- If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. Darts thrown before the machine was advanced are not to be scored.

4. Multiple Fouls

Any player/team committing three fouls in one game will forfeit that game.

5. Ending a game in a turn with a foul

If a player ends a game in a round in which that player or their partner committed a foul, that player/team loses that game. All stats will be kept, but you will need to contact you Operator to have the outcome of the game changed.

6. Abuse of equipment or poor sportsmanship

Abuse of equipment, poor sportsmanship, or unethical conduct as judged by an operator or tournament official may constitute a foul.



TITAN DART LEAGUE RULES AND GUIDELINES

REGIONAL TOURNAMENT RULES

Substitute Players

Teams in need of substitute players will be able to pull from a sub pool at the Titan Darts Regional Tournament. The sub pool will consist of volunteers who submit their names for consideration. Those names will be placed in clearly marked containers to allow a random draw. The containers will be marked by rating. Players will submit their name into the container labeled with their rating from the newly issued rating book. All players submitting their name for consideration must be permanently rated in the newly issued rating book.

Substitute Players for Standard Leagues

If a team requires a substitute player during Regional Tournament play, the substitute must be the same rating or lower than the original team member being replaced

Substitute Players for Handicap Leagues

When pulling from the sub pool at the Regional Tournament the team may only draw a player who is equal to, or two ratings lower, than the rating of the original team member being replaced. This prevents team improvement at the Regional Tournament.

Player Qualification

A player must have played on a team twice during league to play on that team at the regional tournament without going through the substitute player pool.

Timely Play

With as many divisions, teams and players as we have, it is a challenge to get the tournaments completed in a timely manner. Player cooperation is required to make this happen. We should all be courteous to our team mates and opponents at all times.

- Once a team is called to a board, they must get to their assigned board and begin play as soon as possible. If a team does not show within 10 minutes of first call, a final call will be made.
- If a final call for a team is made, and they do not show up to play within 5 minutes, that team will forfeit that match.



TITAN DART LEAGUE RULES AND GUIDELINES

Managing players playing beyond the scheduled Division time

- If a player is on a team that has begun play in a match for third or better in the previous division, they will be allowed to play that division to completion without being interrupted or called to another division.
- If a player is on a team still involved in the tournament in an earlier division, but is not actively playing in a match for third or better, they will split time with the newly called division. Players will not be required to split divisions between games, but may be required to split divisions between matches if necessary. It is up to the tournament directors to manage how the teams are called. In all cases, players are required to split time between divisions if requested to do so by a tournament director.



TITAN DART LEAGUE RULES AND GUIDELINES

CLASH ELIGIBILITY AND RULES

- Being a member of a Clash team is considered a position of honor in Titan Dart Leagues.
- Clash Players are expected to be good ambassadors for Titan Dart Leagues.
- Players must be in good standing with the league and its operators/coordinators.
- Players must conduct themselves in a sportsmanlike manner during league and tournament play.
- Players must play 11 of 14 weeks (minus any byes) of the league(s) in which their qualifying MPR and PPD numbers are taken.
- Players must finish in the top four (4), grouped by men and women, determined as follows:
 1. The players highest league cricket MPR
 2. In the event of a tie of the cricket MPR numbers
 - a) If only one player involved in the ties is playing only in Master leagues, that player wins the first tie breaker.
 - b) If both or neither player are only playing in Master leagues, the player with the highest PPD average wins the tie breaker.
 3. In the event both the above rules result in a tie, the player participating in the most leagues for the season wins the tie breaker.
 4. In the extremely unlikely event there is still a tie, the last tie breaker is one round of Rock-Paper-Scissors played in front of their league operator.
- Qualifying Clash Teams will be represented by each qualifying operator's* region. Any player, who plays leagues encompassing more than one (1) region, will declare to their operator by week two (2) of league which zone they choose to use to qualify for a Clash team. Only the MPR and PPD numbers from that zone will be used to determine Clash qualification.
- If a odd number of qualifying operators exists, another Clash team will be created with the top remaining players from all the regions.
- Any player who conducts themselves in an unsportsmanlike manner may receive one warning by the operator, and may be subject to replacement. Should the player continue to behave in an unsportsmanlike manner, the operator may elect to replace the offending player with the next alternate player available. Alternates must be reviewed in skill order until a replacement is selected.
- Should any Clash player need to be replaced during the tournament for any reason, the replacement can only occur between matches.

*Qualifying Operators are required to meet the following requirements to have 4 locations with 24 teams or more, to field a Clash Team. Players from non-qualifying regions will still be eligible for the All-Regions team.