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Thank you for playing the best dart leagues with the most opportunities & larger payouts for the players!
Brought to you by **J&J Darts!**

Basic Information

This guide is designed to assist captains and players in insuring leagues run as smoothly as possible. It contains information that is mandatory for all league players to know. Most problems and disputes arise from the lack of understanding the league rules and policies. By having a complete understanding of the rules, policies and procedures, the leagues will run smoother and allow players to have more fun.

Sportsmanship and fair play are in every player's best interest. By following the rules and procedures set forth in this guide all players and teams will be insured to have a fun and enjoyable season. Players, please remember that we are here to have fun and promote the game of darts!

All **J&J Darts** League matches are played on Arachnid G3 or new dart machines. Open to remote play

League Play

- All league matches will be played on J&J Darts owned Arachnid G3 dart boards under the play league option. All J&J Dart leagues are 100% NDA sanctioned and all team leagues will count towards NDA events for game count and average.
- League fees must all be put into the board before starting league.
- It is the Captains of each team's responsibility to ensure that all subs and their averages have been put in correctly and their team is in the correct shooting order before starting league.

If a league is started and a team forgot to put in their sub, then the match needs to be cancelled and the team causing the infraction will need to pay all leagues fees required to start the match again. The team captain will need to contact the league coordinator the next day to arrange a refund for those league fees.

If a team is short a player when league starts, the team may still start league, but they must push the player change button every time it is the missing players turn to throw. If the missing player arrives after league start time, they may throw when it is their turn.

In **REMOTE** League If a dart sticks in the board but does not score correctly it is what it is. No picture taking no pausing board no backing up. If the board seems to be having problems scoring correctly Notify League Manager and it will be attended to in the next 24 hours

In person leagues misregistered darts can be backed up and corrected if both captains agree.

Player Shooting Order:

Shooting order in handicapped and/or capped leagues is determined by league type, Regular or with Singles. No Cap, No-handicap leagues may use any order the team chooses. For Regular Handicapped or Capped leagues: Shooting order is determined by X01 standings. However individual game type handicaps are determined by each player's ppp for 01 games and mpr for cricket games.

Shooting Order:

The first player is the player with the highest ppd, as found on the weekly league stat sheet, regardless of their mpr for the cricket games.

The second player is the player with the next highest OI stats as found in the weekly league stat sheet.

And so on until all players on the team are in order.

It is each player's responsibility to ensure that the board is displaying their name and they are throwing on the correct turn.

If a player throws on one of their teammates turns, they must back up the darts that were thrown and the player who should have been throwing gets skipped. If the infraction is not noticed until the round is over play moves on with each person throwing on the correct name.

If a player throws on an opposing team's turn, the team has the choice to keep what that player hit or back up the turn and throw their three darts. If they choose to back up and throw, they must throw all three darts.

If a player throws their dart while the board is displaying the 'do not throw' screen, that dart remains in the board and does not count, and the player can continue to throw their remaining darts

Sanction Fees

All **J&J Darts** leagues are 100% NDA sanctioned. This requires all players to pay a \$0.00 sanction fee per year. The sanctioning year runs from June 1st-August 31st every year. **J&J Darts** will take the \$0.00 sanctioning fee out of your first league payout that takes place after the new sanctioning year starts. This is included for all players on the team, including subs. The sanction fee will only be taken out one time throughout the sanctioning year.

Captain's Expectations

As Team Captain you will be expected to:

- Make sure you have a full team on league nights.
- Perform any talking during league play to help with any disputes or issues.
- Arrive 30 min early to ensure the board is working properly. Make sure board is online by hitting the triple 20 rapidly 9 times. Play a remote match to ensure cameras are working properly.
- If board will not update, make sure location internet is working
- If any dart board issues, please inform league coordinator. Some time problems occur beyond or control and will try and fix it in a timely fashion.
- Be sure that the correct handicaps are entered for subs from both teams before starting league play.

League Rules

- Starting time for leagues vary from league to league, you must be aware of the start time for the league that you are signing up for. If a team does not show up 20 mins after the start time, the opposing team has the option to take a forfeit, wait for the team or reschedule the match. If a match is forfeited, the forfeiting team is responsible for paying the league dues for both teams for the forfeited match. Be courteous to other teams, if you know you or one of your teammates will be running late, let the other team know.
- There is a captain's list on the website that has all captain's phone numbers listed.
- Players participating in leagues must be 18 years of age to participate in **J&J Darts** leagues, however if you have someone under the legal drinking age on your team it is your responsibility to make sure the location allows minors in their establishment before showing up to play your match.
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Subs

- Subs averages will be entered in at the board by the Team Captains. All averages should be taken from the payer rating list found on the www.icdarts.com The league coordinator will also be available to help you find your sub's average before league start time, if you are unsure of

what average to use. If you feel that your opponent is not using the correct average for the sub, you must contact the league coordinator before starting the match.

- All subs, new players or known players will be brought into handicapped leagues with the highest known handicap or based upon their known ability. It is up to the team captain and the players to advise the league coordinator if a new to **J&J Darts** player has an average from a past league played through another vendor.
- A new player brought into a league that has never played in a league for **J&J Darts** or any other vendor will be brought in at a 20.0 PPD & 2.0 MPR for men and 15.0 PPD & 1.5 MPR for women. This will be their starting average for the first week and during that player's first week of play, that player will establish an average to be used in all subsequent weeks.
- 2-person teams will be limited to having 2 subs per team, 3 person teams limited to 3 subs and 4 person teams limited to 4 subs. Singles league are not allowed subs.
- New subs are not allowed to be entered during the last 5 matches of scheduled matches of league have been scheduled to be played., not including position round, unless they have league coordinator's approval and will only be allowed in emergency situations. If a player was listed on your roster at the beginning of the league but never played, they are still considered a new sub and not allowed to play in the last two weeks.
- If you use a sub in a capped league, it is the captain's responsibility to make sure the team is still under the cap. If a sub is used that puts the team over the cap, all wins will be forfeited for that match.
- When entering a sub at the board, first and last names must be entered, or the player will be deleted from the league and not maintain an average and they will not get credit for game count towards NDA.
- A player is allowed to sub on more than one team within a league as long as they are not a permanent player or subbing for 2 teams playing each other. A permanent player is a player that has played on the same team 4 weeks.
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Rescheduling

- A team that is unable to attend the scheduled match must contact the other team and schedule a make up at the opposing teams' convenience. This should be done 4 hours prior to the scheduled start time. If there is an emergency situation and a team request a reschedule and it is not within the 4-hour window, the opposing team should try and work with the other team. If there is a dispute, it must be brought to the league coordinators attention immediately.
- There will be one week added to the end of the league schedules for makeup matches. All matches must be played by this date to ensure an accurate end to the league and a prompt payout.
- Leagues that have a position round will have a makeup week entered prior to the position round week, to allow all make up matches to be played.
- Matches are typically never cancelled due to bad weather, if your team feels that it is unsafe to participate in league due to road conditions, contact the opposing team and reschedule the match.

Forfeits

- If a team is later than 15 minutes after the scheduled league start time (real time, not bar time) the team captain has 3 options.
 - Forfeit the opposing team,
 - Reschedule the match,
 - Allow more time for the opposing team to show up
- If no contact is able to be made with the opposing team, the team captain can choose to have the league coordinator try to contact the other team to set up a rescheduled match or receive a forfeit.
- If a team is forfeited, that team will pay the league fees for both teams involved in that match and those fees will be taken out of their payout at the end of the season.
- The team that forfeits receives 0 wins and the opposing team receives ½ of the games or their win percentage, whichever is higher at the time of the scheduled match.
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Dropping out of league

If a team drops out of a league, they will be removed from the schedule and all their league fees will be added to the payout at the end of the season and be paid to the remaining teams in the league. All games played by the team dropping out will be removed from the standings.

A team that drops out of a league will receive one warning, if the team joins another league and drops out again, they will not be allowed to play in any J&J Darts league for a period of one year.

League Play

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- League fees must all be put into the board before starting league.
- It is the Captains of each team's responsibility to ensure that all subs and their averages have been put in correctly and their team is in the correct shooting order before starting league.
 - If a league is started and a team forgot to put in their sub, then the match needs to be cancelled and the team causing the infraction will need to pay all leagues fees required to start the match again. The team captain will need to contact the league coordinator the next day to arrange a refund for those league fees.
- If a team is short a player when league starts, the team may still start league, but they must push the player change button every time it is the missing players turn to throw. If the missing player arrives after league start time, they may throw when it is their turn.
- If a dart sticks in the board but does not score correctly, the team captain should notify the other team captain, then back up that dart and tap it in so it counts the correct number scored.
- It is each player's responsibility to ensure that the board is displaying their name and they are throwing on the correct turn.
 - If a player throws on one of their teammates turns, they must back up the darts that were thrown and the player who should have been throwing gets skipped. If the infraction is not noticed until the round is over play moves on with each person throwing on the correct name.
 - If a player throws on an opposing team's turn, the team has the choice to keep what that player hit or back up the turn and throw their three darts. If they choose to back up and throw, they must throw all three darts.
 - If a player throws their dart while the board is displaying the 'do not throw' screen, that dart remains in the board and does not count, and the player can continue to throw their remaining darts.

Match Rules

Players must stand at, but not over, the throw line. It is legal to lean over the line. If a player steps over the line while throwing their dart, their dart must hit the board before their foot lands on the floor. If a foot foul is called the player loses the dart that was thrown when the infraction occurred, this is done by backing up the dart that was thrown on that turn. The player may throw their remaining darts.

REMOTE MATCHES:

A player on the opposing team cannot stand on the line nor can anyone on the team. Nor can anyone throw darts at the board while the opposing team is throwing

Each player will throw no more than 3 darts per turn. If a dart is thrown but does not register the player may not rethrow the dart.

J&J Darts is not responsible for the locations internet or it's service provider

Handicapping:

70% and 75% rule for Spot Darts/Points/Marks Handicap Leagues: Beginning on the **third match of a league**, for any team, in a handicapped league: when a team's win percentage is more than 70%

The 70% rule for Spot Darts/Points/Marks: is applied to any team whose win % (as found on the weekly stat screen) is 69.5% and up to 74.94% at any time after the team has played two full matches. Manual handicap is required as follows: In Spot Darts Handicap leagues, the team with the 69.5% (up to 74.94%), the first player in every game of the match will give up an additional dart after the automatic handicapping round(s). In Spot

Points/Marks Leagues, the highest ranked player will throw just two darts in the first round. After throwing their 2 darts, the "player change" button must be pressed to advance to the next player to continue the game.

The 75% rule for Spot Darts/Points/Marks: is applied to any team whose win % is above 75% at any time after the team has played two full matches. Manual handicap is required as follows: In Spot Darts Handicap leagues, the team with the 75%, every player must give up an additional dart after the automatic handicapping round(s). On Spot Points/Marks Leagues, every player will throw just two darts in the first round. After throwing their 2 darts, the "player change" button must be pressed to advance to the next player to continue the game.

The 70% and 75% rules apply to ALL games played in a match. The 70% or 75% rule still applies when an opposing team has not yet completed two matches.

Exception to the 70% and 75% Rule: The 70% and 75% rule is excluded from use whenever two teams in a match are within 5% (total league win percent). Neither the 70% nor 75% rule, as explained above, is used. No additional handicapping is applied.

X01-All handicap leagues will be reverse handicap which means the lower player will start at X01 with the higher player starting above depending on the average difference. Each player throws 3 darts per turn until their score reaches zero. If a player scores more than what they had remaining they will 'bust' and their score will return to what it was at the beginning of their turn.

If a player takes out the game while they are frozen that team will lose the game.

Cricket-The bullseye will be a double bull in all cricket games, unless specified in a specific league's match format, the outer ring being worth 1 bull or 25 points and the inner circle being worth 2 bulls or 50 points. The object will be to close the numbers 20, 19, 18, 17, 16, 15, and the bullseye, by hitting 3 of each, before your opponent(s). The player/team that closes all numbers and the bullseye first and has a greater or equal point score, wins.

League Standings

Finishing order in a league will be decided by games won. Ties will be broken by Total games won, If there is a tie for a trophy place a 1 match playoff will be played consisting of the same match format that was used throughout the league. The teams will be responsible for league dues during this playoff. Home team will be decided by the Tie Breaker Rule above.

Smoke Breaks

- Smoke breaks are allowed during a match, these should be limited to 2 per match and agreed upon by both teams. During remote play it is important to communicate these breaks via text or phone calls.

Prohibited Players

If a player is not allowed in a particular location, their team must find a substitute to play in that location. If a player can make arrangements with the bar owner to play and leave immediately following play, that is up to the bar owner.

Sportsmanship

All players are always expected to show good sportsmanship. If you are playing either remotely or locally, all players should be respectful of each other on and off the board. If a team reports unsportsmanlike conduct, the matter will be addressed and the team in question will be spoken too. The first instance will result in a verbal warning. Unsportsmanlike conduct will not be tolerated and any person engaging in it may result in suspension from league, future leagues and tournaments, if an infraction occurs after verbal warning a player will be suspended for 6 months.

No harassment will be tolerated from players or their spectators.

Absolutely no physical violence will be tolerated, any player involved in such actions will be immediately suspended from the league.

No hitting the Dart Boards. You will be banned, and any repairs will be taken out of your teams' payout

Protest Procedures

A team that would like to file a protest must have their team captain submit their protest in writing to the league coordinator along with a \$25 protest fee within 24 hours. If the team filing the protest wins their protest they will receive a refund. If they lose their protest, the \$25 fee will be kept by **J&J Darts** as admin fee

When a protest is made, Note the game number and round and inform the league coordinator, then the league coordinator will decide on the situation.