

**Sheboygan Dart Players Association**  
**Sanctioned League Rules & Regulations**  
[www.lakeshorecoin.net](http://www.lakeshorecoin.net)

**PLAYERS/TEAMS:** There are four players per team. Players alternate shooting with each player on their team as is set up on the dart board screen.

All players must be of legal drinking age in accordance with the state drinking laws.

A player cannot shoot as a sub on a team where that player is already on a team roster in that league. A player may move from one team to another once in a season with prior approval from the league coordinator.

**RANKING FOR THE FIRST NIGHT OF LEAGUE:** Players use their classifications carried over from last year. There will be a printout in your team folder for this. If a shooter has never played in league they will start the season as a “D” shooter. Classifications will be updated on a weekly basis and can be found at [www.lakeshorecoin.net](http://www.lakeshorecoin.net). Any shooter using the wrong classification will forfeit all games won.

Any new player not listed on the league classification sheet, shooting the last three weeks of each half, will shoot as an “A” shooter.

If a player intends to shoot at the W.A.M.O. State Dart Tournament, that player must have shot 48 games (8 weeks) in one league system to qualify for state competition.

All players in this league are classified. Classifications will be determined on **points per dart (PPD) for 301 and marks per round (MPR) for cricket.**

**SUNDAY NIGHT HANDICAP LEAGUE:** In addition to the other classifications the game will be played as follows: On the first round of each game...

A shooter – shoots 0 darts

B shooter – shoots 1 dart

C shooter – shoots 2 darts

D shooter – shoots 3 darts

The rest of the game is played in accordance to the regular rules.

**301 RANK**

Less than 18 PPD = D

18.1 to 20 PPD = C

20.1 to 23 PPD = B

23.1 and up = A

**CRICKET RANK**

Less than 1.9 = D

1.9 to 2.2 = C

2.3 to 2.7 = B

2.8 and up = A

Class A – Must double out only

Class B – Must double or triple out

Class C – Must double, triple or bull out

Class D – Anything out

**FEES:**

**WAMO Sanction Fees:** \$15.00 per team

**League Fees:** \$ 4.00 per player per night

**Board Fees:** 3.00 per player per night – 301  
2.25 per player per night – Cricket  
2.75 per player per night – Wed. Combo  
2.00 per player per night – Women’s 8-game

**SHOOTING ORDER:** Players can enter their player numbers in any order they choose. Then they must shoot in the order as shown on the dart machine.

**Matches:** There will be 12 games per night, except for the Thursday women’s 8. In league play the “freeze-out” rule applies. At the time any player reaches zero, his partners score must be equal to or less than the opposing teams combined score. If zero is reached by any player and his partners score is greater than the opposing teams combined score, the opposing team wins the match. Darts can be “passed” by a shooter to prevent his team from losing the match by reaching zero accidentally. The four players that started the match must also finish the match.

**STARTING TIMES:** Starting times are at 7:00PM Early League, 11:30 PM Late Shift, and 8:30AM Friday. There will be a 15-minute grace period. If you only have three players at the match, you use a blind. A blind does not receive any points, the blind remains at 301. If your fourth player shows up after the match has started, he or she then replaces the blind. Any prior games shot with the blind remains unchanged.

If the winning dart sticks in the board and the machine fails to register the score, that player still receives the win.

If you shoot out of order by mistake, the person whose score was shot on receives those points, unless it would put a classified player to 1 point, which would freeze them and then they may bust that person or replay the game. The player change button is pushed until it is back to the same player. Then the correct player shoots his or her three darts as they should have.

If a game is started with the wrong shooters, cancel games and start with the correct shooters.

If you are classified and must double, triple or bull out and you accidentally single out, the machine will give you the win so you must call and let us know who is actually supposed to receive the win.

**DARTS:** Players may use their own darts as long as the total weight of the dart does not exceed sixteen grams or a total of 48 grams.

**MACHINES:** The score recorded by the machine is the score the players receive. The player accepts

that the machine is always right.

If the machine is not operating correctly or breaks down midway through the match, the captains can decide whether to play the match, call a repairman, play at a different location, or make up the remaining games. If the remaining games are to be made up, the same 8 players that started the match must complete the match.

Once the match is started, the machine cannot be moved in any way.

**CANCELLATIONS & FORFEITS:** If a team cannot shoot the scheduled day, the other team captain must be notified at least 12 hours prior to the scheduled match. The match must be made up within two weeks of the scheduled date or the team that cancelled it will forfeit the match unless given permission by the league coordinator. If a team does not show up to shoot or fails to notify the opposing team captain in the required 12 hours, they will be given a forfeit. Both teams involved in a forfeit must still pay the \$32.00 league fee.

A weather cancellation will be decided by the team captains. They will be responsible for contacting their own team members. Make-up dates for weather cancellations will be decided by the two team captains. The league coordinator must then be informed as to the dates of the make-up matches.

**DISPUTES:** If after the rules have been consulted, and all other possibilities exhausted, an argument still ensues between two teams, the league coordinator will meet with the team captains and make the final decision.

**PLAY-OFFS:** If play-offs are needed to determine first and second place, the two teams will shoot the play-offs at their two locations. The team with the most total wins for the year will determine which location they will start the play-offs. The first 6 games will be played at that location and the next six will be shot at the other location. The first team to reach seven wins the match (5 women). In case of a tie, the teams will play the best 2 out of 3. A player must have shot at least ½ of the first or second half to shoot in the play-offs.

**PRIZES:** Plaques will be awarded to the first and second place finishing teams. The first place teams will be awarded individual plaques. There will be a plaque awarded to the most valuable player in each league. This will go to the player with the best PPD in 301 or best MPR in Cricket. You must have shot at least 75% of the season to be eligible. There will be trophies awarded to the Hatrick or Whitehorse champion of each league. You must shoot 75% of the season to qualify. MVP, Hatrick, or Whitehorse cannot be won by the same player. MVP is given first and then Hatrick or Whitehorse. A good Sportsmanship trophy will be voted on by each team in the league and be given to the team with the most votes.

**PLACEMENT:** Placement is the team with the most wins for each half. If there is a "Bye" in your Division, the placement is decided on a percentage basis. The highest percentage of wins, wins the half.

The end of the season party will be held on Sunday, May 2 at Emil Mazey Hall.

**Please direct all questions to:** Lakeshore Coin at 920/208-9250.

2010 WAMO State Dart Tournament will be held in Wisconsin Dells on May 12-16 @ Kalahari Resort (608/254-5466 or 1-877-254-5466). Make your reservations now. For more information on the dart tournament, check out the web site [www.wamo.net](http://www.wamo.net)