**D & D AMUSEMENT DART LEAGUE CAPTAIN’S GUIDE**

\* SOME RULES CAN BE ALTERED FOR SPECIFIC LEAGUES \*

**CONTENTS PAGE**

1. **INTRODUCTION…………………………………………………………………… 2**
2. **BY-LAWS AND LEAGUE REGULATIONS…………………………………….... 2**

**A. Objectives……………………………………………………………….. 2**

**B. Regulations……………………………………………………………… 2**

**C. Officers………………………………………………………………….. 2**

**D. Captain’s Duties………………………………………………………… 2**

**E. Scheduling……………………………………………………………….. 3**

**F. Awards…………………………………………………………………… 3**

**G. Protest Procedures……………………………………………………… 3**

**H. Match Rules…………………………………………………………….. 4**

**I. Match Rules of Conduct……………………………………………….... 4-5**

**J. Unsportsmanlike Conduct……………………………………………… 5**

**K. Forfeits………………………………………………………………....... 6**

**L. Rosters…………………………………………………………………… 6-7**

**M. Prohibited Players……………………………………………………… 7**

**N. Locations………………………………………………………………… 7**

**O. Tournament Eligibility…………………………………………………. 7**

**P. The Handicap System…………………………………………………… 7-8**

**Q. Determination of League Champion…………………………………... 8**

**R. Penalty for Withdraw From the League……………………………..... 8**

**S. Tie Breaker Method……………………………………………………... 8**

1. **301/501 GAME RULES**

**A. Object of the Game…………………………………………………….. 9**

**B. Explanation of 301/501 Terms…………………………….……………. 9**

1. **CRICKET GAME RULES**

**A. Object of the Game…………………………………………………….. 9**

**B. Cricket League Format…………………………………………………. 9-10**

**C. Explanation of Cricket Terms………………………………………….. 10**

**D. Scoring on Dart Machine……………………………………………….. 10**

**I. INTRODUCTION**

The Captain’s Guide has been compiled to help ensure the leagues run as smoothly as possible. It contains operational information such as association by-laws, award lists, and tournament information. Knowledge of its contents is mandatory for all players. Most of the time, problems and disputes arise as a result of lack of an understanding of league by-laws and policies. A complete knowledge and understanding of rules, policies, and procedures will allow all of us to throw darts and have fun without worrying about the technicalities. Any new rules made up for each individual league will overwrite the rules of this guide. To suggest different rules or to find all new rules for your league, please join your leagues FACEBOOK group.

**II. BY-LAWS AND LEAGUE REGULATIONS**

A. *OBJECTIVES*

1. Leagues shall be non-profit, non-stock organizations.

2. Their objective shall be to stimulate an interest in the game of darts on a local basis while promoting

sportsmanship, good will, and unity among the league players.

3. To provide rules, methods, scoring procedures, and statistics necessary to promote the competitive

spirit through a structured organization and yet retain the social benefits of a friendly sport.

4. To provide a system of accountability and a guarantee for league funds.

5. To provide a system for the recognition of both team and individual accomplishments in darting.

6. To provide a system of association, state, and local tournaments for league players.

7. Leagues shall be shot on a WAMO Vendors on-line dart board.

B. *REGULATIONS*

Members of the D & D Amusement Dart Leagues; establishments, teams and individuals, shall be entitled

to the rights and privileges of the league association and are subject to the rules and regulations of the

league organization.

C. *OFFICERS*

1. Unless otherwise designated, the dart league shall have an elected—President and Vice President.

2. Secretary-Treasurer. The Secretary-Treasurer’s office shall be filled by D & D Amusement.

3. Prospective officers shall be nominated and elected at the league meetings.

4. Duties and responsibilities of the President and Vice President:

A) To serve as a liaison between the players and the Secretary.

B) Rule on protests presented to him/her by the Secretary or team captain.

C) Postpone matches due to emergencies or inclement weather. The League office does not

postpone or cancel league play.

D) Settle disputes between teams that might occur during a match.

E) The Vice President shall assume the duties of President if the President leaves the league or if

the President’s team is directly involved in the dispute.

D. *CAPTAIN’S DUTIES AND RESPONSIBILITIES*

1. Shall be present or send an acting captain to all league meetings.

2. Shall inform teammates as to all league rules and regulations.

3. Shall collect all necessary player fees and submit them within the required time period.

4. The visiting team captain is responsible for entering their money and substitute players into the board

before the match.

5. Shall be responsible for settling any disputes that might arise during a match.

6. Aside from the normal league night duties previously described, on the first night of play, the captain

shall also be responsible for the following:

1. NSF CHECKS – A $30 fine will be assessed for each NSF check and all fines not paid before the end

of the league season will be deducted from the team’s cash prize check.

1. Upon request, team captains may receive a copy of their league payout sheet. This sheet details prize

check totals, fees and any deductions which were made.

E. *SCHEDULING / POSTPONEMENTS*

1. Regular season scheduling shall be the responsibility of the League Secretary.

2. **BAD WEATHER:** League Matches will never be cancelled due to bad weather. It is the captains

Responsibility to notify the opposing team captain and the site to which the match is to be played at if

you are cancelling due to the weather.

3. Postponed matches must be played within 3 scheduled league weeks of the originally scheduled match.

It is the responsibility of the postponing team to reschedule and play the match within the 3 week

period or they (the postponing team) may receive a forfeit loss.

3. **If a match is postponed, it is the responsibility of both team captains to notify the league office**

**within 24 hours of the originally scheduled match.**

4. Every effort should be made to avoid forfeits and postponements. If advance notice is given, a team

may request a postponement. It is **recommended** that the request be made at least 24 hours prior to the

match. Requests for postponements should only be made because of extenuating circumstances. The

only circumstance under which an opposing team must grant a postponement is when a team is playing

in a sanctioned tournament or event.

5. Games not played for any reason must still be paid for in the league kitty by both teams involved.

The same rule applies for forfeited matches—both teams must pay the kitty fees. THIS MONEY

DOES NOT GO INTO THE DART BOARD!! PLEASE TAKE IT TO A DROP OFF LOCATION

OR MAIL IT IN!!

6. If the visiting team fails to show for a match, it is the home team captain’s responsibility to take the

necessary fees and papers to the designated drop-off location or to mail it in.

7. If the teams involved cannot agree on a date for a make-up match, the League Director shall set the

date.

8. Leagues shall be composed of not less than 6 teams, no more than 20 teams unless

specifically approved by D & D Amusement and the League Director.

1. Leagues comprised of an odd number of teams (leagues with byes) can add teams to the league after the league begins but no team may join after the 3rd week of play.

Teams taking over these vacant spots are responsible for paying all league kitty dues for

missed matches. They may make-up un-played matches only at the approval of the team that originally

had the bye. If not made up, un-played matches are scored as the highest number of wins accomplished

that date. (See forfeit Page 5)

10. Postponed matches will not be allowed during the last two weeks of the league season. Teams doing

so may be subject to a forfeit loss of the games and all their prize monies earned.

F. *AWARDS*

1. Eligibility – An individual must play 80% of the league season to qualify for the league MVP award.

2. Awards –Plaques, Trophies or Jackets: League MVP, League Champions

3. Mixed Couples Leagues: The top female and male MVP will be recognized.

G. *PROTEST PROCEDURES*

1. Authority to protest rests with the captain.

2. Protest must be in writing and be presented to the League Director within 24 hours of the match.

3. Protest must include a $25 deposit. Protester loses $25 deposit if he/she loses the protest

(The $25 is placed in the league party fund.) If the protest is won, the $25 is returned.

4. Protests should be presented to the League Director, who after review will submit them to the League

President, who will render a decision. If the Presidents team is directly involved in the dispute, the

protest will be presented to the Vice President who will then make a neutral judgment.

5. Judgments on protests must be in writing.

6. President’s decision may be vetoed by a two-thirds majority vote of the team captains. The veto must

be submitted to the League Director within seven days of the President’s decision with the signatures of

two-thirds of the league captains.

H. *MATCH RULES*

1. Four players constitute a team (two players in doubles leagues).

2. Players stand at the “throw” line, 96 inches horizontally from the face of the dart board. It is

legal to lean over the line. They may step on, but not across the line.

3. Players may use their own darts if they meet the following specifications:

A) They must be plastic tip darts.

B) Flights may be any length as long as they do not exceed 8” in total length.

C) Flights may be no wider than ¾”, as measured from shaft to flight edge, and may not

have more than four wings.

D) Complete darts may not exceed 20 grams in weight.

E) Darts may not have broken or cut off tips.

F) Darts will be inspected upon request.

4. In mixed format leagues, you must put players in correct order. (eg. Male, Female, Male, Female)

5. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine

instructs to “Throw Darts” and the proper players name or number is lit.

6. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer

than three darts. A player will always be allowed to throw all three darts unless a foul occurs.

7. Any dart thrown counts as a throw, whether or not it is registered on the machine. A thrown dart

counts if it misses the board and bounces out, or if it misses the board completely. A player may not

throw any darts over again. Dropped darts may be thrown again.

8. Darts on the board may not be touched until the turn is over, the “Player Change” is activated, and the

machine recognizes the end of the turn. Exception: when a dart is in the board and machine reads

“Stuck Segment”, that dart must be removed by the opposing team captain before other darts are

thrown.

9. A round is defined as the period of time from the end of a players turn to the start of their next turn. On

games with stacked teams (players on one score), a round is defined as the end of the players turn to the

start of their partners turn.

10. The two captains or acting captains shall attempt to settle any disputes that may arise. Disputes that

cannot be settled shall be ruled on by the League President.

I. *MATCH RULES OF CONDUCT*

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of

match, expulsion from tournament or league, expulsion from site, or expulsion from future leagues or

tournaments. The League Director / Tournament Director will make all decisions concerning fouls

without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling

player.

1. Adherence to all general foul rules is required.

1. Fouls must be called within the round in which the foul was committed.
2. Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on a non-coined machine is considered a distraction.
3. 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 has been committed. A player must receive warning from the opposing captain. If the problem continues, the League President or League Director must be called to witness the foul. If the League Director or League President determines that there is a foul, the player will lose their next three darts.
4. It is each player’s responsibility to see that the machine is displaying the appropriate players name or number prior to throwing the darts. Play is stopped immediately when the infraction is noticed. If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the start of the next game, the preceding game will stand. If the player throws while the machine is displaying an opponent’s name or number, it constitutes a foul.
   * 1. 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.
     2. If the player throws all three darts on the opponent’s number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponents name or number) and the game proceeds normally.

If a player throws when the machine is displaying the name or number of that player’s partner, it

constitutes a foul.

A) If the player has thrown all three darts, their turn is completed. 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.

B) 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.

1. Flagrant violations must be documented and submitted to the League Director, who after review, will take appropriate action.

7. Manually scored points:

A) On opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul loses their next turn.

B) On players own score constitutes a foul. Advance player change button to the correct player position and continue, play, except that both players from that team lose their next turn.

1. If a machine resets due to power failure or other reason beyond control, the game will start over and

be replayed from the start.

1. If a player reaches zero in a round in which that player or players partner committed a foul, that player or team loses the game.
2. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result

in loss of game for the team committing the action.

1. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a League Director or

Tournament Official may constitute a foul, forfeiture of the game, the match or expulsion from the

league and the forfeiture of all kitty monies paid.

1. Any player / team that commits three fouls in one game will forfeit that game.
2. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3rd game, and will not be allowed once a match has been concluded.
3. Disregard of any rules may constitute a foul.
4. All decisions by League Director or League President or tournament committee will be final.

J. *UNSPORTSMANLIKE CONDUCT*

The League Director / Tournament Director has the right and obligation to ensure that sportsmanlike

conduct is exhibited at all times. Unsportsmanlike Conduct is any behavior that is deemed to be

disruptive, embarrassing, or detrimental to other players, tournament officials, hosts, other persons

present at the tournament, or the sport in general. Any person engaging in any behavior judged as

Unsportsmanlike Conduct may face penalties, with or without warning, up to and including criminal

charges and / or disqualification from tournament play or league play and / or permanent disqualification

from any future tournament play or league play.

K. *FORFEITS*

1. A team may start with three players. If a fourth player is not present when his/her game is to be

played, the game is forfeited. Games may not be by-passed. Under this rule for example, a player

could forfeit his/her first four games and play the last two. Consequently, and entire match could be

played with three players with them forfeiting six of the twelve games.

2. If a team is over the designated grace period, the opposing team captain may call a forfeit. After

the designated grace period has ended; the opposing team captain has the following options:

a) accepting the forfeiture, b) asking that the match be rescheduled, or c) continuing to wait for the

tardy players or team. Captains are reminded that if they follow option C, they cannot protest the

match because it started late.

3. Scoring forfeits. Forfeited matches will be scored according to the best team score recorded for

that week. Example, Team A forfeits to Team B and the best score in league play for that week

was 10-2. Then Team B would receive 10 wins and 2 losses while Team A would receive 12 losses.

4. No individual standings are taken into account.

5. Teams forfeiting two weeks in a row will be removed from the league. Removal is at the discretion

of the League Director.

6. Forfeiting will not be permitted during the last two weeks of the league season. Teams doing so may

may be subject to loss of all awards and prize monies.

L. *ROSTERS*

1. Team captains or sponsors are required to submit their rosters to the League Secretary either at

the league’s meeting or by the designated deadline date set at the meeting.

2. Normally, teams may carry up to eight players on their rosters.

3. Team may use more than eight players only if they have authorization from the League Director.

4. Players who have never played for their original team may join new teams at any time before January

1st or before the first half the season ends, provided they meet the criteria for that league.

5. Once a player has played a match for a team, he/she may switch teams only by written permission of

the team captain. The written release must be submitted for approval by the League Director before the

player may play for another team.

6. Teams may add new players at any time during the first half of the season without special permission

from the League Director. Common sense applies to the first half and players must meet eligibility

requirements. \* A sub in a 301 league may have a Points Per Dart (P.P.D.) average of 3.00 higher than

the person he/she is replacing. In a cricket league a sub may have a Marks Per Round (M.P.R.) average

of .75 higher than the person he/she is replacing. You must play at least once during the first half to be

eligible for the entire season.

7. RINGER RULE: Any new player that shoots a higher average than the player being replaced, may lose

all games by forfeit. Opposing team must make the complaint in order to enforce.

8. New players will be permitted to play after the second half of the season only under extremely

extenuating circumstances such as sudden illness or accidents. New players must meet the substitution

requirements outlined in #6. It is recommended that teams have at least two substitutes available at all

times.

9. If the opposing team captain agrees, because the League Director or League President cannot be

reached to authorize the use of a new player, the new player may be used.

10. All league players must be 21 years of age. NO EXCEPTIONS!!

11. All players must be legally sanctioned, meeting the requirements as set forth in this guide.

Intentionally playing under another player’s sanction card number will result in the loss of all games

the unsanctioned player shot. The games will be awarded to the opposing team.

12. Providing they meet the roster requirements for league play, sanctioned players may shoot on as many

nights as they wish. Those who play in multiple leagues are to use their original sanction card from

the first night they shot league. They are not to pay sanction fees for each league unless one league

costs more to sanction than the other, you would then just pay the balance of sanction dues owed.

You will also use this number if you play in the summer, so make sure you remember your sanction

numbers.

13. A sponsor may, under extenuating circumstances, substitute for two or more of his/her teams within

The same league. SPONSORS MUST NOT ABUSE THIS RULE. Examples of abuse: 1) A male

sponsor may not substitute in a women’s dart league or for a female in a mixed couples league.

2) A sponsor of obvious known ability may not substitute in beginner or low level leagues as

designated by the League Director.

14. If a team dissolves, players may join other teams in the league only with the authorization of the

League Director.

15. In leagues that split to an A and B division, players may not switch team after the split.

16. Captains and/or Players: It is important to call us when you have an address or phone number

changed. If something isn’t right on the sheet or money isn’t right and we don’t have your contact

information right or updated all we can do is take the other teams word.

M. *PROHIBITED PLAYERS*

Teams with player(s) not allowed in opposing teams location must have substitutes available to take the

place of the prohibited player(s). It is recommended that differences between “barred” players and

sponsors be reconciled so that they could at least play the match and leave immediately, but the final

decision rests in the hands of the bar owner.

N. *TOURNAMENT ELIGIBILITY*

1. To qualify for the leagues tournament, individuals must have played a minimum of:

D & D Amusement Tournament ~ 30 games

WAMO Tournament ~ 60 games from one league

NDA Tournament ~ 96 games

2. If because of extenuating circumstances a team desires to use a player with less than 30 games for the

D & D Amusement Tourney, the captain must make a written request to the League Director before the

tournament entry deadline. The request will either be approved or disapproved. No more than one

player not meeting the minimum game requirements may play on a team in the tournament.

3. Players may participate on one team only during the tournament regardless of classification.

4. For the D & D Amusement Leagues Tournament, teams may use one substitute from within the league

system provided he/she has played 30 games.

5. To qualify for 301 at a state, local or national level, you must be in a 301 or combo league.

\*Wisconsin state is the only exception you may enter with cricket stats. To qualify for Cricket at state,

local or national level you must be in a Cricket or combo league. \*Wisconsin state is the only

exception, you may enter with 301 stats.

6. “Marks Per Round” and “Points Per Dart” scoring systems are required for D & D Amusement,

WAMO and NDA tournament entries.

7. Tournament Rosters. Teams may use five players for tournament play providing they are listed on the

tournament roster. Substitutes must meet all eligibility requirements. Teams are limited to one

substitute. Teams not listing subs on the rosters may not bring in subs during the tournament. Team

classification will be based on the averages of the four best players. Rosters are final! No substitutions

at the tournament, so list subs on the original entry form.

O. *THE HANDICAP SYSTEM*

1. The system is based on the concept of extra darts thrown per game. Players receive zero, one, two or

three extra darts depending on their player ranking.

2. The mechanics of taking the extra darts are simple. The procedure is as follows: all extra darts are

always thrown during the first round. In order to maintain uniformity and equality, all extra darts are

always thrown even when the total spots for both teams are equal. For example, (1) H1=0 (2) V1=1 (3)

H2=1 (4) V2=0. Here the game would start by (1) H1 passing the darts to (2) V1 who would throw one

dart and pass the darts to (3) H2 who would throw one dart and pass the darts back to (1) H1 skipping

(4) V2, because V2 is a scratch or 0 darter. The first round play continues normally with each player

throwing three darts per round.

3. Feats that are accomplished when throwing extra darts count. A two dart handicap player can shoot a

ton and three darter has a chance for a hat trick etc.

4. The handicap system does not mean that the individual’s averages are invalid. For the most part, a

players average remains meaningful. Dart outs are still dart outs whether or not they are accomplished

with extra darts. For example, an improving two dart handicap player goes out in nine darts: 1st-20,

2nd-20, 3rd-50, 4th-7 5th-50, 6th-50, 7th-18, 8th-36, 9th-50 and out! Even though the machine shows round

four, nine darts were shot.

5. If you are a sub, having played less than 25 percent (25%) of the season, and want to find out the

number of handicapped darts you are to throw, compare your average to the closest average in the

standings and use the same spot darts.

6. All players throwing the first two times are scratch (0 handicap darts). After a player has thrown two

weeks he/she is eligible for spot darts. Captains should refer to the substitute list at the end of the

individual standings to determine the correct spot.

7. The captain is responsible for reading the individual average on the standings sheet to determine the

handicap. He must write the handicap 0,1,2,3 in the appropriate blank on the score sheet. As each

game progresses, he/she must determine if extra darts are thrown. To simplify this process, some

captains prefer to write each players handicap above the shooting order position on the score sheet.

8. A team should never take spot darts when playing a team that has no established averages.

9. In the event the current standings sheet is unavailable to the teams, they should use the previous weeks

spot darts.

P. *DETERMINATION OF LEAGUE CHAMPION AND STANDINGS*

1. The first criteria will be a team’s game win/loss percentage.

2. The second criteria will be the number of games won.

\*\*During league play, teams could have the same percentage, but may not have played or won

the same number of games. At the end of the season, all teams should have the same number of

matches and games played.

3. The third criteria is head to head competition. If teams are still tied for 1st then a shootout will be

played. Arrangements will be made by the League Director or the League President.

Q. *PENALTY FOR WITHDRAWL FROM THE LEAGUE*

1. Teams who either quit or are expelled from the league shall forfeit all prize money that they have

contributed to the cash prize fund.

2. The forfeited prize money shall be equally divided between the remaining teams in the league.

3. If a team withdraws before they have contributed enough kitty money to cover the suggested cash prize

list, the list shall be adjusted down by the League Secretary to compensate for the lack of funds.

4. Teams scheduled to play a team that drops receive a forfeit win and are required to pay the normal

weekly kitty money.

5. If it is practical and possible, the League Secretary shall write a new schedule when a team withdraws.

R. *TIE BREAKER METHOD*

1. In the event two teams tie for first place, the following play-off procedures are to be used:

A) Head to head competition will break the tie first. If there is still is a tie, then a play

off match will take place.

B) All play-off matches must be at one of the two sponsor’s locations, not a neutral site.

C) If the captains cannot agree or get together for a coin flip, the League Director shall name the

date, time and location of the play-off match.

D) The play-off match shall be a regular match night, 12 games. (Or the regular amount of games

played on your normal league night). If tied after 12 games, play a 13th game for a tie

breaker. The tie breaker will be an all play game. (301=501, 501=701)

E) Every effort should be made to have the match played as soon as possible.

2. In the event more than two teams tie for the first position, the captains shall contact the League

Director, who shall announce play-off procedures.

3. Teams tied for any place other than first, shall split the prize money and there will be no play-off

match.

**III. 301/501 GAME RULES**

A. *OBJECT OF THE GAME*

1. The game is 301/501 Any In – Any Out. The Bulls Eye will count as 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 they are “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.

5. **THE DART MACHINE IS ALWAYS RIGHT!** (Unless the dart machine does not score the last

winning dart. If the dart sticks, and it was obvious that the player did not throw when the player

change was on red, it will count as a win). If the machine isn’t operating correctly, the two captains

will decide whether to play, call a repair man, or make up the game. D & D Service Dept. can be

reached by calling 715-258-3777 or 1-800-472-3777. If the machine exceeds its “round

limit” during league play, the team in the lead at the time of shutdown is the winner. (The machine will

display the winning team). A team win only is awarded in this case.

B. *EXPLANATION OF 301 / 501 TERMS*

Individual rankings are based on the player Points Per Dart (P.P.D.) average. The P.P.D. average is

Determined by subtracting points remaining from total possible points then dividing by total darts thrown.

\*The following feats do not count towards a players average, but are used in determining “League MVP’s.

**6DO (Dart Outs) & High Tons** – (A high ton is 151 points or more, thrown in three darts – A hat trick is

not a high ton).

**High Ton** – Any score of one hundred points or more in one turn. (This does not include hat trick).

**4th Round Out** – Winning the game in 10, 11, or 12 darts. In handicap leagues a 4th out may be in round

five on the machine.

**Hat Trick** – 3 darts in the bulls eye in one turn. It is not mandatory that all 3 darts stick in the bulls eye.

The 150 points must be scored by activating the bulls eye. If 150 points are scored by not activating the

bulls eye such as two triple twenty’s and a double fifteen, it should be scored as a low ton.

**Scoring Dart Outs** –Dart outs are the actual number of darts thrown to win the game. If a player is forced

to pass the darts because his partner is too high for him to go out, he may make the dart out in the next

round.

**Default Games** – If a game is won by default, (when a player goes out when his partner’s score is higher

than the combined total of the two opponents), no individual wins are recorded. It is scored as a team win

only. It is not a win for the player who went out by mistake. A game may be won on ties.

**IV. CRICKET GAME RULES**

A. *OBJECT OF THE GAME*

The object of the game is to close all of your numbers before your opponents do, and have a larger point

total.

B. *CRICKET LEAGUE FORMAT*

1. The game of cricket will be played with a double Bulls Eye.

2. The object of the game will be to close numbers 20, 19, 18, 17, 16, 15, and Bulls Eye in any order

before your opponent(s). The player / team that closes all the numbers and the Bulls Eye first, and has

a greater or equal point total, wins.

3. An outer Bulls Eye will count 25 points and an inner Bulls Eye will count 50 points.

4. Once a number is closed, it may be hit to score points. As long as your opponent doesn’t have it closed

5. If the machine exceeds its “round limit” during league play, the team in the lead at the time of

shutdown is the winner. (The machine will display the winning team). A team win only is awarded in

this case. Cricket round limit is 25 rounds with the exception of the Women’s league which is

unlimited on a trial basis. D & D Amusement has the right to change it back to a 25 round limit at our

discretion.

C. *EXPLANATION OF CRICKET TERMS*

Individual rankings are based on the players Marks Per Round (M.P.R.) average. The M.P.R. average is

determined by dividing the total marks by actual darts thrown then multiplying by 3. \*The following

feats do not count towards a players average, but are used in determining League MVP’s.

**Assist** – If your partner throws the winning dart, he/she receives the win and you receive the assist.

**Whitehorse** – Achieved by hitting three different triples of unmarked numbers in one round. Unmarked

numbers pertain to unmarked for the shooter not the opponent. If the opponent has marked on the

number, the shooter can still score a Whitehorse if he as not marked on it.

**7-9 Round Mark** – Marks in one round. For example: one triple is three marks.

**Mark** – A mark is a shot that will either close or score the numbers 20, 19, 18, 17, 16, 15, and Bulls Eye.

**“Pounding”** – A slang term for continuously scoring with point lead rather than trying to close

another number.

**Bed** – Three darts in a triple.

**Ton-Eighty** – Three darts in the triple twenty.

**Hat** – Three darts in the Bulls Eye in one turn.

**Eight Dart Out** – A perfect game in Cricket.

D. *SCORING ON THE ELECTRONIC DART MACHINE*

1. The score recorded by the machine is the score that the player receives. The players accept that the

machine is always right. The only exception will be on the “Last Dart-Winning Dart” that meets the

following criteria:

A) The “Last Dart-Winning Dart” must stick

B) If the dart does not stick and the machine awards the win, the machine is right and the game is

over.

C) The machine was displaying the “Throw Darts” message and all other rules were followed.

Then, no matter if the machine fails to score, or scores incorrectly, the player / team will be

credited with the win in that game. Example: Players score is 24 at the beginning of their turn.

Their first dart hits and sticks in the single 9 but does not register the score. Their second dart

scores a single 15, leaving the player on 9. The third dart is then thrown in the single 9, but

does not register or score. Since it was the “Last Dart-Winning Dart”, that player / team wins

the game.

2. A dart that sticks in the board but does not activate the electronic score, may not be manually scored.

3. If there is any question to whether the machine is scoring or working properly, STOP THE GAME. Do

not remove darts or activate the “Player Change”. The team captains must try to solve the problem. If

they are unable to do so, they will need to call D & D Amusement for Service. D & D Amusement

has a 24 hour service at 715-258-3777 or 1-800-472-3777. If the situation cannot

be resolved, play will need to be rescheduled. In tournament play, the Tournament Director must be

called to resolve the problem.

4. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be

thrown again.

5. If a dart is thrown before the “Throw Darts” message lights, the dart will not score and is considered a

dart thrown. It may not be thrown again.