

D&D Amusement Games

General Rules Guide

This is a generalized guide that informs D&D players on the rules for shooting in a D&D Sanctioned League. Any questions about the rules or anything not covered in this guide can be answered by Travis Wilkinson and/or Penny Donaldson, your league coordinators. Please visit www.ddamusement.com and FACEBOOK for specific league rules.

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Scheduling/Forfeits:

- League matches will not be cancelled due to bad weather. It is the captain's responsibility to notify the opposing team captain.
- If a team requests for a make-up match, both team captains are responsible to notify the league coordinators. If a make-up date cannot be agreed upon between the two captains, the league coordinators will set a date.
- A team **MUST** grant a make-up match if a team, or part of a team, is playing in a sanctioned tournament or event.
- If a team does not show up within the leagues grace period without any notice, they will be charged a forfeit. Forfeited matches will be scored according to the best team score recorded for that week for that particular league.
- All games not played must still be paid for by both teams involved. This money **DOES NOT** go into the dart board!!!

Match/Game:

- League games will consist of 301, 501, and/or Cricket.
 - o All 01' Games:
 - May either be open out or master out, depending on the rules for that league.
 - The bullseye will count as 50 points.
 - Have either one or two scores per team per game.
 - If the league has 2 scores per team per game, there will be a freeze rule activated for those games.
 - A freeze rule means that a player cannot take out their score if their partner has a higher score than the two opponent's scores added together.
 - A player may go out if the scores are tied.
 - o Cricket Games:
 - The game will end on a winning dart, or when the round limit is reached. If the round limit is not set properly, play the game out. Do not end games by pressing the game out. Please let D&D know if the board needs to be properly set up.
 - There will be one score per team per game.
 - The bullseye will be split with a 25 point double and a 50 point single.
- The board is always right unless it is a winning dart.
- If a dart is sticking and it gives you the wrong points, the opposing team may allow the correct amount of points but is not required to. If it is a dart that would have won the game, then the opposing team is required to allow the correct amount of points.
- If a dart is thrown it may not be re-thrown.
- If a dart is dropped before a player throws, they may pick up the dart and throw it, even if the dart falls in front of the throwline.

Tournament Eligibility:

- D&D League Championship & Stansfield ~ 30 games
- WAMO ~ 60 games
- PPD Tournament of Champions ~ 350 games