

INTRODUCTION

For starters, we would like to “THANK YOU” the dart player, the dart enthusiast, and all of our establishment clients for giving us the opportunity to show you our care, concern, and dedication to Rockford, Ill., and the surrounding area.

Welcome to Brass Ring Amusements Inc. We at Brass Ring Amusements Inc. are proud to give our players and establishments the newest and hottest type of amusement equipment on the market today, the best dart store for all your supply needs with a 10% discount to all of our league players, and finally, all the energy and desire to give our players the best possible league structure with as many choices as possible when it comes to the types of leagues and games. To date, Brass Ring Amusements Inc. has placed over \$1,300,000.00 worth of NEW amusement equipment into locations. Brass Ring Amusements Inc. has developed, coordinated, and maintained a viable competitive league structure. The executive directors at Brass Ring Amusements Inc. have over 50 years of combined experience in business and amusements. Now it is your time and our time to enjoy the present and future to come with Brass Ring Amusements Inc.

1. LEAGUE STRUCTURE GOALS

- 1.1. To provide our players and establishments with the most comprehensive, full, and organized league structure and schedules.
- 1.2. To promote and abide by ‘good sportsmanship’ rules set forth.
- 1.3. To introduce, promote, and operate new types of dart games into league type play for our dart players.
- 1.4. To offer and promote leagues for the beginner players to the most advanced players by means of operating “handicapped” leagues as well as “scratch” leagues.
- 1.5. To be responsible for the safeguarding of league fees as well as the disbursement of league fees and to ensure all league player fees will be paid back in prize money, awards, trophies and/or plaques, costs, and league banquet.

2. LEAGUE TYPES OFFERED

- 2.1. **BLOWGUN LEAGUES**-All games played are with a blowgun.
- 2.2. **BLOW & THROW LEAGUES**- All games played is with an equal number of blowgun users and dart throwers per team.
NO SWITCHING IS ALLOWED, blower remains blower, thrower remains thrower, from start to finish of league. This rule pertains to players and substitutes within the blow and throw league.
- 2.3. **COMBO LEAGUES**-A combination of games listed below in section 3 which is determined and posted as such on our league schedules.
- 2.4. **JUNIOR LEAGUES**-Male and/or females, under the age of 18 with age restrictions placed upon the particular junior league as posted on our league schedules.
- 2.5. **MEN’S LEAGUES** – Men only.
- 2.6. **MIXED LEAGUES** – Equal number of men and women per team NO player order changes allowed accept male for male and/or female for female. Male must shoot against male, female must shoot against female.
- 2.7. **OPEN LEAGUES** – Men and/or women, it can be all men, all women, or any combination of.
- 2.8. **WOMEN’S LEAGUES** – Women only.
- 2.9. **LEVEL 1, MASTER, & PRO LEAGUES** – Players considered “Master’s” and/or Pro’s by NDA, Bullshooter, ICMOA, and/or any dart state and/or sanctioning body MAY play any level 1 leagues that Brass Ring Amusements offers as long as the partner and/or team is under and/or meets the team caps on Level 1 leagues. NDA considers this level of dart players to be 3.5 MPR and/or 30 PPD and above. Brass Ring Amusements has and will continue to offer to build a league for all players in this category within reason, upon request with reasonable time to build and set the league in question so long as the players in this category provide enough players to support running the league which must be at least 4-teams.

3. LEAGUE GAME TYPES

- 3.1. **BERMUDA TRIANGLE.**
- 3.2. **BS GOLF**
- 3.3. **CRICKET**
- 3.4. **X01 – 301, 501, ETC.**
- 3.5. **WILD CARD CRICKET**
- 3.6. **CUT-THROAT CRICKET**
- 3.7. **TIC-TAC-TOE**

4. SPORTSMANSHIP / CONDUCT

- 4.1. Good sportsmanship is all about respect for the players and the game of darts. Shake hands with players and wish them well.
- 4.2. There is NO tolerance for fighting!!! Any physical abuse and/or fighting and the player and/or players involved will be immediately expelled from the league.
- 4.3. Any intentional abuse or destruction of the equipment at the location that causes the device to become inoperable for use will result in loss of entire match for the team in which the player that caused the incident is a part of. Also, the player(s) that caused the incident may be suspended and/or expelled from the league by the final decision from the league office. Any repeat offense of such and the player and/or players involved will be expelled from the league.
- 4.4. Any player causing intentional abuse of a sponsor's location will also be immediately expelled from the league.
- 4.5. Any player that drops out of the league and/or is expelled from the league will lose all money, awards, and will not be able to participate at the league banquet.
- 4.6. Any player expelled or suspended from the league will NOT be allowed to play in ANY league, tournaments, or league sponsored events until further notice by the league office.
- 4.7. Any player that is not allowed at a particular location for whatever reasons must work the situation out with the location owner or have a legal substitute play that weeks match.
- 4.8. Any players wishing to stay after at a location may wish to change shirts as to possibly save any embarrassment or discredit to a sponsor you are playing for.

5. REQUIREMENTS OF LEAGUE PLAY

- 5.1. Before league season starts, each team captain as well as all league players should download a copy of our league rules. The league rulebook may be downloaded at www.brassringamusements.net. If you do not have internet access you may stop in at the league office to obtain a copy. All captains as well as players are to read these rules prior to the start of the league season so any questions or concerns can be cleared up and/or clarified, before play begins.
- 5.2. **League rules are not just guidelines, they are a set of rules that are to be followed and accepted as written!!**

6. LEAGUE REQUIREMENTS OF LOCATIONS

- 6.1. Locations must provide a safe environment for the dart players, entry, during and exit to their vehicles.
- 6.2. Locations must provide enough seating and room for all teams and players for the time in which they are there for league play.
- 6.3. Locations must not charge dart players cover charges that are entering for league play. A location may charge a cover charge to any players that decide to remain at the location longer than 15 minutes after league play is finished.
- 6.4. Locations may not give free drinks to league players. Please don't expect them. This is compliance between locations and the Illinois Liquor Commission.
- 6.5. Locations, if submitting sign-up sheets to Brass Ring Amusements, you must be sure to have the team captain observe the sign-up sheet and be sure all is filled out properly BEFORE submitting, as captains have requirements of them prior to sign-up sheets being allowed to be submitted. (see section 7, rules 7.1 and 7.2)

7. LEAGUE REQUIREMENTS OF CAPTAINS

- 7.1. Sign-up sheets must be fully completed to include 2 substitutes for 2-player teams and/or 4 substitutes for 4-player teams. The sign-up sheets allows for 2 substitutes to be listed on the front bottom of the sign-up sheet, you may write the other 2 substitutes names and information on the back of the sign-up sheet for a total of 4 substitutes for 4-player teams.
- 7.2. Sign-up sheets must be turned into the league office NO later than the league deadline date posted on league schedules and/or flyer.
- 7.3. Fully read this set of league rules and be certain you and your team members understand all rules, follow and abide by them.
- 7.4. Always promote "good sportsmanship" throughout your team, and other players. Captains, your actions represent your team, your sponsor, and dart players in general. Be responsible for your team's actions.
- 7.5. How to collect and place weekly dues into the dart board, Home captain will choose board, and both captains will be present before continuing. Home captain will then choose "Play League" on the main screen, Choose the appropriate nights league name, then choose home teams name, make sure all names are correct, press red button, feed-in weekly dues amount into machine, the visitor's captain will choose team name, make sure all names are correct, press red button, feed-in weekly dues amount into the machine, then both teams feed-in weekly quarter drop for league. Then you may begin your league play.
- 7.6. Team captains may look over match stats at end of league play before exiting league screen. Be sure to exit the league screen when your league is completed. Please leave dart board on main screen before leaving.

- 7.7. If any team roster changes are to be made (meaning team and/or players), the league office must be notified prior to next scheduled match date. This also applies to any rescheduled matches to be played (see section 16).
- 7.8. Team captains are responsible for settling disputes and answering questions. They will do this by using “good sportsmanship and common sense”. If captains cannot settle a dispute, the offended team captain must immediately call the league director at the numbers lists at the end of rule book, (see section 19) for help and/or solutions to the dispute. If captains still feel a dispute is inevitable, the offended team captain may file a protest (see section 17, protest procedures).
- 7.9. Only captains are allowed to receive team’s prize money at banquets. If captain cannot attend the banquet then the captain must notify the league office prior to the banquet, and specify who from the team will be allowed to receive and disburse team prize money. If the league office is not notified prior to the banquet, and captain is not present at the banquet, then the league office will bring that team’s prize money back to the league office and will hold that teams prize money for a period of 30 days from the date of the banquet. The captain must then go to the league office within the 30-day period of time to pick up team prize money. If team prize money is not picked up within 30 day period from the banquet date then team prize money will be forfeited and that team will lose all rights to the team prize money.

8. AWARDS AND BANQUETS

- 8.1. There will be THREE league seasons held each year. The league seasons are as follows, FALL/ WINTER; SPRING; and SUMMER. All traveling leagues will be combined and ONE awards banquet will be held after the end of each league season, with the exception of the men’s classic, women’s classic, and leagues in the surrounding geographical areas.
- 8.2. Captains will be notified of date, place, and time.
- 8.3. Trophies will be awarded for at least 1/3 the number of teams for each individual league. Trophies will also be awarded for MVP’s. Award pins will be available at the “league office” for a discounted price to all of our league players if you choose to purchase them.
- 8.4. All players must have played at least 80% of all games of league schedule and must be of good standing to participate in banquet and be able to receive awards and prize money. Substitutes and/or any additional persons that players would like to come to their banquet may do so provided the following criteria are adhered to.
 1. League office must be notified at least 10 days in advance of banquet date.
 2. A fee (dependent on type of banquet) per person will be charged and a list of additional people must be received at the league office NO LESS THAN 7 days prior to the banquet date.
 3. Provided the additional room and/or space is available for the additional people.

9. N.D.A. SANCTIONING

- 9.1. N.D.A. sanctioning will be done at the beginning of each league schedule. The fee for N.D.A. Sanctioning is \$7.00 per year and is only paid once per year no matter how many leagues you participate in. N.D.A. Sanctioning year runs from September 1st through August 31st of each year. All league players will and must be N.D.A. Sanctioned to participate in sanctioned leagues. Sanctioning fees for each regular league player will be withheld from each team’s payouts prior to awards banquet. Again, if you have already been sanctioned for a league with us you do NOT have to re-sanction for any other sanctioned leagues in the same N.D.A. fiscal sanctioning year. All N.D.A. sanctioned players will receive the N.D.A. “Throwlines” magazine quarterly, a N.D.A. membership pin, membership card, and will be eligible for all sanctioned state, national, and world tournaments. The “Throwlines” magazine will be mailed directly to your home.

10. STARTING TIMES

- 10.1. All Traveling evening leagues will start at 7:30 p.m. UNLESS otherwise noted!!!!
- 10.2. Most In-House evening leagues start at 7:30 p.m., Be is sure to check schedule for In-House start times as some In-House league start times may vary.
- 10.3. Any team or player that shows up after scheduled start time is NOT entitled to any warm up time before starting league play, unless opposing team captain chooses to allow it and chooses to wait longer.
- 10.4. As long as 2 regular team players (4-player teams) or 1 regular team player (2-player teams) are present at the 15-minute grace period lapse, the match must start. The absent player(s) turn must be passed. If the player shows up later, the player CANNOT play in a game that has already started. The player can begin to play in the next scheduled game.
- 10.5. A match cannot start or be played with less than 2 regular team players in 4-player teams or 1 regular team player in 2-player teams, unless the opposing team captain allows the match to be played with subs in place of regular players. Be SURE that ALL players on BOTH teams hear the ok from the opposing team captain that the match can be played. This is the ONLY possible way to over ride this rule!!!
- 10.6. Once a scheduled match has started, the players who started the match must finish the match. No player subs are allowed. If any player has to leave anytime during the match, in order for the games and match to continue the team must continue play with the existing players and “skip” the player that had to leave or, the entire match must be rescheduled.

11. FORFEIT TIMES AND RULES

- 11.1. Forfeit times for any scheduled league start time are 16 minutes after scheduled start time. This is ACTUAL start times NOT bar time so be careful here.
- 11.2. Any first week of any scheduled league start date must be played. (See section 16).
- 11.3. A team may be dropped from the league and **LOSE ALL ITS PRIZE MONEY AND AWARDS** if it forfeits two matches during a scheduled single league season and if forfeited 3 matches during a double season league.
- 11.4. A **team's prize money and awards** will also be lost if it forfeits either of the last two matches of the season.
- 11.5. If a team is dropped from a league, it will have its stats removed from the standing sheet. Adjustments will be made to the remaining league stats, making all teams in that league equal in total games played. Adjustments will not be made to player stats.
- 11.6. If a team forfeits a match, it loses all games. The non-forfeiting, opposing team receives all wins. The exception to this rule is for teams that have contacted the opposing team and league office 24-hours prior to match to reschedule.
- 11.7. Rescheduled matches must be completed prior to the next scheduled match. Should the team captains fail to agree on a reschedule date, the league director will set the match date and time. Any teams that do not make up the match prior to the next scheduled match date will be given forfeits (all losses) by the league office.
- 11.8. In case of a forfeit, the team NOT forfeiting must choose your team for BOTH the home and visiting team. (This procedure tells the board there is forfeit) the dart board will then ask, "Is this match a forfeit?" then follow the instructions on the screen. The forfeit will then be recorded as well as the forfeit time. The team NOT forfeiting will win all games. The team that forfeited will lose all games in match.
- 11.9. Any 2 person team that ever forfeits will be charged a \$20.00 forfeit fee. Any 4 person team and/or Las Vegas league who forfeits will be \$40.00 (this includes weekly dues) to not cause the league to lose any of its actual money for payouts. All team members will be placed on probation if their team drops out of the league or is expelled from the league by the league office. Severity of the infraction determines the length of probation. Players can be permanently barred from the league by the authority of the league operator. Minimum probationary period will be 1 full league season.

12. PLAYER FEES

- 12.1. League fees are \$5.00 per person per week (FEE MAY VARY DEPENDING ON LEAGUE). All league fees will be paid back in prize money, awards, trophies, league costs, plaques and banquet.
- 12.2. If a substitute player must be used, it is the **captain's** responsibility to pay the substitute's weekly fees and board money the night of the match.
- 12.3. Any team that is expelled, or drops from the league at any time during the league schedule, **WILL** forfeit all money paid in, prize money, awards, and will not be allowed to participate in the league banquet. Also all players on that team will be placed on a probation list. (See Section 11, rule #11.9).
- 12.4. A minimum of (4) teams is required to operate any league. If for any reason any team or teams drop from a league and causes the league to be dropped from the league schedule due to lack of minimums teams required, any and all sponsor fees, player fees, and/or dues, prize monies, awards, banquet, will be forfeited. Also, any team or teams that drop from a league will be subject to section #12, rule #12.4.

13. REGULAR PLAYERS AND SUBSTITUE PLAYERS

- 13.1. Generally, players scores in the dart industry are calculated by ranking called M.P.R. (marks per round) in the game of cricket and P.P.D. (points per dart) in the games of X01.
- 13.2. Must be 18 years of age to participate, provided location can allow a person under 21 to be in the establishment and have a proper I.D. to show if asked, with the exception of juniors (under age 18) that will be permitted to play in and only in junior leagues at scheduled times and places as well as scheduled practice at scheduled times and places.
- 13.3. In all leagues, Traveling or In-House, the team sign-up sheet that was turned into the league office as well as all changes and additions, will be considered completed, final, and unchangeable immediately following the evening after the 2nd week of league schedule. Anytime after the 2nd scheduled match date a team has a regular player that drops or is expelled and has to be replaced, then the team captain must contact the league director for approval to be sure that the replacement player is a legal replacement.
- 13.4. Captains must call the league director for any roster updates prior to next match date.
- 13.5. Anytime a new substitute is used or if a substitute does not show up under your team when used, the captain must enter the substitutes first and last names. If a substitutes first and last name is not entered, or is incorrectly entered; this will result in loss of all games played by the substitute player. The league office will not allow stats for players not using a first and last name. Captains will only receive one warning.

- 13.6. Any substitute player whether already on your roster or new must still adhere to the following additional substitute rules:
- 13.6.1. A substitute must be of a correct type for the league the substitute is playing for. Female for women's league, male for men's league, Women's, men's and mixed leagues only women can sub for women and only men can sub for men. Open leagues can be either as long as the substitute is within the substitutes guidelines. A substitute's MPR cannot be higher than 0.3 of the player he or she is substituting for in any cricket leagues (Except for final 3 weeks rule).
 - 13.6.2. A substitute's PPD cannot be higher than 3.00 of the player he or she is substituting for in any X01 type games. (Except for final 3 weeks rule).
 - 13.6.3. A substitute player that substitutes in any combo type league must adhere to rules 13.6.1 will be considered an illegal substitute and will lose all games played by that substitute. (Except for final 3 weeks rule).
 - 13.6.4. After the evening following the 2nd week of match play in a scheduled league, a substitute must already be on the team's final roster at the league office to be eligible to play. Only under extenuating circumstances will a new substitute be allowed, the league director and the league administrator must be notified and approve the new substitute at least 1 business day prior to the scheduled match date. If the league director and the league administrator cannot be notified at least 1 business day prior to the scheduled match date for approval on a new and/or possible illegal substitute, the ONLY way a new and/or possible illegal substitute could be used to play the match is IF AND ONLY IF the opposing team captain allows such a substitute to be used and the rest of the team members witness the agreement to use said substitute. In which case no protesting will be allowed.
- 13.7. It is critical that all teams take advantage of adding the MAXIMUM number of substitutes to your team's roster within the time period allowed ensuring the most trouble free play throughout the entire length of the league you are playing.
- 13.8. During the final 3 weeks of any scheduled league, there cannot be any substitutes used other than extenuating circumstances only. If a substitute must be used, the substitute must be equal to or less in MPR and/or PPD than the player the substitute is playing for in any league, scratch or handicap. Handicap leagues may not use any substitute that has not already established and MPR and/or PPD by playing in one of our currently running handicap leagues in a previous match date. (See section 13, rule #13.14 for an explanation of "currently running handicap league"). Also see rule 16.2 that pertains to final 3 weeks.
- 13.9. Captains have 1 business day from the date of the match played to dispute the use of a possible illegal substitute. Any disputes must be handled with the league director and within the timeframe stated. The league director may be called at the numbers in section 19 at the end of this rule book.
- 13.10. If both captains and/or either allow an illegal player and/or possible illegal player to play, be SURE that ALL players on BOTH teams hear the ok from the opposing team captain that the player will be allowed and the match can be played. This MUST be done PRIOR to the match start. This is the ONLY possible way to over ride this rule!!! At this point both captains have waived all rights to any disputes and/or protests.
- 13.11. If a substitute and/or player are found to have played under an illegal status, the team using the illegal substitute or player will lose all games played by the illegal substitute or player. If an illegal substitute or player plays in a match and the opposing team is unaware, the league director reserves the right to forfeit any and/or all games played for the match.
- 13.12. If a regular team player is present, he/she must play the match from beginning to end unless authorized by the league director due to medical emergency, medical excuse, etc.
- 13.13. No roster changes will be allowed during the last 3 weeks of a scheduled league, unless approved by league director.
- 13.14. In handicap leagues, a substitute must be entered into the dartboard as a 0.00 MPR unless the substitute has already played in a previous match date on one of our handicap leagues that is currently running. (Currently running means, a handicap league that is active and within the same league season as the match date the substitute is substituting for), then and only then may the team captain enter the substitute's MPR into the dartboard and this must be done prior to the match start.

14. AMUSEMENT EQUIPMENT

- 14.1. Any abuse of equipment by a player will NOT be tolerated. (See section #3, rule #4.4).
- 14.2. If a dartboard losses power during league play, when the dart board powers back up, watch and follow screen directions CAREFULLY. The dartboard will tell you it lost power and ask you "do you wish to continue play?" The captains want to select "YES" to continue play. DO NOT SELECT "NO". If you select no you will lose all stats on games played and WILL be required to reschedule the ENTIRE match prior to the next scheduled match date. The dartboard will then do one of two things, either the dartboard will resume play from the point at which it lost power or the dartboard will automatically start the game from the beginning.
- 14.3. If a dart board losses power due to abuse or intentionally, the player causing the incident and the entire team for which the player shoots for will automatically lose and forfeit the entire match and the opposing team will automatically win all games in the entire match.

If a dart board malfunctions during league play and the captains cannot back-up and/or immediately fix the problem, then immediately unplug dart board from wall or back of dart board (be sure to unplug correct dart board as to not affect any other team or teams that may be playing) and immediately call the league director at numbers listed in section 19, at the end of this rule book, and she will call service.

15. GENERAL RULES OF PLAY

- 15.1. Darts used in league play must be plastic tipped darts, must not exceed 8” in total length, and must not exceed 20 grams in weight. Darts may not have broken or cut off tips.
- 15.2. Each player may throw a maximum of 3 darts per round. Darts must be thrown only when the machine instructs to “throw darts” (green light), and the proper players name and turn is lit.
- 15.3. Any dart thrown counts as a dart thrown, whether or not it registers on the dart machine. A dart thrown counts if it misses the board and/or bounces out. A player may not throw darts over. Dropped darts may be thrown again provided the player is NOT in a forward throwing motion when the dart is dropped.
- 15.4. A dart board malfunction cannot cause a player to lose a dart. If the dart board skips a dart, push the yellow up button and follow instructions on the screen. (This can only be done if the player’s dart or darts were NOT thrown too soon and/or stuck segment darts).
- 15.5. Any dart thrown that does NOT register is considered a dart thrown. Except for the “Last Dart Rule” the machine score is always the correct score whether it registers or not!! “LAST DART RULE” A dart thrown and sticks in the winning or out number, but does not register, will be credited to the player as a win, again the dart must stick. In this case only (tap the dart or segment for the dartboard to register the win).
- 15.6. If any darts thrown do not register and the player has completed his/her turn and all darts have been thrown, you must then push the red player change button to advance the dartboard to the next player.
- 15.7. After a player has completed his/her throw, remove all darts quickly to eliminate a possible manual score on the next players throw. (Read rule #15.8 in this case). It is each player’s responsibility to look at the dart board prior to throwing the first dart to be sure the player is throwing on the right turn and that all 3 darts are lit up on the bottom left corner of screen.
- 15.8. The new Galaxy II dart machines now have the capability to back up darts thrown. (This new feature changes and/or eliminates some previous foul rules and procedures. This feature will take away the dart(s) thrown and prevent a foul). Simply press the top yellow button (up-arrow button) to back up and then continue your shooting order in the right proper order.
- 15.9. A player winning a game shooting on the incorrect player’s turn, or out of turn, loses the game. Captains must note on a piece of paper the incident, what league, what teams, what game the incident was in, wins and losses change, details of why, and both captains signatures. This **MUST** be immediately faxed to the league office or dropped off **WITHIN 1 business day**. Failure to do this will result in no changes being made to the match. The fax number for the league office is at the end of this rulebook under contacts.
- 15.10. If a dart gets thrown and locks up a segment, the opposing team captain must be the one to remove the stuck dart from the dartboard as quickly as possible. Any additional points and/or marks scored that can be backed up may be backed up provided and only provided that both team captains are aware and agree on what marks are to be backed up and how many, as well as only for that player in which caused the stuck dart. Remember, the dartboard can only back-up a limited number, so therefore any remaining marks and/or scores must remain and the game resumes. Anything other than this rule, remember the dart board is always right, non-registering darts, etc. This rule only applies provided the stuck dart and/or segment is caught within the same round of play. A round is considered a player and within that player’s three darts thrown.
- 15.11. If any team wishes to change their shooting order this must be done before match begins. In mixed leagues however, you may only switch men for men, and women for women. In mixed doubles leagues, and/or blow and throw league, (2-player teams) you may not switch player orders. This also includes final game.
- 15.12. Players must throw from behind the front edge of the throw line or this will constitute a foul. A minor foot foul that is less than 2” deserves a first warning. Major or repeated foot fouls will constitute the player causing the foul to lose their next round of play, meaning, the player causing the foul will be skipped their next one round of play.
- 15.13. During league play, if any dart boards are available that are not being used for league play, may be used for practice by the league players provided the dartboard is coined and is at least 6 feet from the center of the throw line on a dart board being used for league play. The only exception to this rule is that all captains present allow an exception to this rule for only the scheduled match date played.
- 15.14. All teams and players must follow the scheduled dates, places and times of matches. All matches must be played and finished as scheduled, with the exception of the reschedule rule and equipment malfunction. Any team that leaves a location prior to the end of the match will forfeit all remaining games to be played.

16. RESCHEDULED MATCHES

- 16.1. First week of match play in a scheduled league must be played. If for any reason a match needs to be rescheduled, the league director must be notified at least 24 hours prior to the scheduled match date, along with the set date from the team captains for the reschedule. All rescheduled match dates must be completed prior to next scheduled league match date. If a team does not show for the rescheduled match date then the team not showing will be a forfeit. The team that shows must enter the forfeit into the dartboard. All rescheduled match dates must be played at the same location in which the original match date was set. The location in which the rescheduled match is to be played must be notified to ensure that a board is available. Also league match not played on time per schedule waives any right to any and all normal league concessions for the rescheduled match
- 16.2. During the final (3) three weeks, matches may NOT be post-played for more than 3 days from the original date of the match. If the match in question is the LAST week of league play, then NO post play is allowed!!! Any and all leagues **MUST** end on time with all teams involved on the league. Matches may be pre-played for any of the final (3) weeks. Example of this, you know that you will be gone one week of the final three, you may call the opposing captain and schedule this match prior to the start of the final (3) three weeks. And you must also meet the requirements of section 16.1 and rule 13.8.

17. PROTEST PROCEDURES

17.1. Captains should be able to take care of most problems and disputes themselves. If captains cannot agree on a solution, then the first requirement is to contact the league director at number provided in section 19. If the offended captain is still not satisfied with the league director's decision then the offended captain may file a protest and ONLY THEN. Any protest must be done in writing by the team captain and received at the league office within 3 business days of the match played in which the incident occurred along with a \$20.00 cash protest fee. If the protest is won then the team captain filing the protest and the protest fee, will be given the protest fee back in full. If the protest is lost then the team captain filing the protest will not receive the protest fee back. A final ruling on a protest will be completed within 2 business days by the league officials of the day the protest is delivered to the league office by the team captain filing the protest, providing all protest rules have been followed. If this procedure is not followed correctly, the match will stand as is and final.

18. INFORMATION

18.1. The league office will determine anything not covered in these rules that may arise.

18.2. Rules are subject to change without notice so be sure to check for updated rules.

19. CONTACTS

LEAGUE DIRECTOR-----815-964-1127 DAY TIME or 641-208-7121 AFTER 6:00 P.M.
CURRENTLY: RHONDA (HO-HO) WHITCOMB

The league director is responsible for handling any rule disputes, minor dart board problems and/or questions, questions to the rules, comments, and any suggestions.

LEAGUE OFFICE----- (815) 904-6655 DAY TIME

The league office is located at 4007 E. State Street in Rockford, IL. The office is located just 2 blocks west of the intersection of Alpine and State Streets in the Don Carter Lanes bowling center. The league office is open 6 days a week Mon – Sat and some evenings. Located at the league office is a fully stocked dart store for all your supply needs. ALL of our league players that are currently on leagues receive a 10% discount on all regularly priced merchandise.

LEAGUE OPERATOR & ADMINISTRATOR----- (815) 904-6655 DAY TIME
CURRENTLY: DANIEL LARSON

The league administrator handles all roster changes, as well as all computer operations to and from the dart boards, stats, NDA filings, tournament filings, all league paperwork, etc. Please call the league office to contact the league administrator and if administrator is not available please leave message and return phone number for the administrator to return your call as soon as possible.

SERVICE-----Call Rhonda and she will call service. 815-964-1127 DAY TIME
OR 641-208-7121 AFTER 6:00 P.M.

Service is called over any dart board malfunctions and/or failures. If a dart board malfunctions during league play and you CANNOT continue play, then IMMEDIATELY UNPLUG dartboard and call service!! Be sure you are unplugging the CORRECT dart board not to interfere with others on other dart boards and/or machinery!!