

BILLY MC'S IN-HOUSE DART LEAGUE
Wednesday 7:30 Mixed (gals/guys) Handicapped 301
RULES & REGULATIONS

General

1. Have Fun! Please show good sportsmanship. All games are played In-House at Billy Mc's Bar.

Teams and Players

2. All Teams must fill out a roster sheet. Rosters will consist of team name, captain's name, captain's phone number, player's name and if possible player's phone.
3. All Teams will consist of 4-8 players. Only 4 players can shoot on a league night. Teams must have at least one member of the opposite sex (mixed: gals/guys). A player can be a member of only one league team.
4. Each team will play every team 3-4 times depending on the number of teams to result in a session of about 6 months. (3-4 round schedule)
5. If no subs are available on a particular night and a team has at least 3 members, the team must shoot the 4th member as a 'skipped' turn. This means for 6 games there will be 2 players verses one player and a 'skipped' turn.
6. The 4 players starting a league match must play the entire match unless an emergency comes up. (Intoxication is not an emergency)
7. Each week the Home Team will pick a board to shoot on. Exception: Bar Home Team shoots on Board#1 for bar and dart league management purposes.
8. A team will receive 12 wins and 0 losses if the opposing team doesn't show. The team still shoots for their feats.
9. Teams shooting a BYE should shoot for feats.

Subs

10. You cannot use a sub if four team members are present and able to play.
11. Subs are not eligible for awards.
12. Members from one team can sub for another team if their team has more than four members present.

ScoreKeeping

13. If your team is using a sub, write 'sub' next the sub player name on the score sheet.
14. It is up to each individual player to see that his/her feats are correctly marked on the score sheet.
15. If you bust on a feat, that feat does not count.
16. Home Team is responsible for recording scores: Win/Loss and Feats. The Away Team has the right to ask the Home Team to fill out their player LineUp first.
17. If one team goes out when they are frozen, the opposing team gets the win. The opposing players each get an Assist. (no player gets the win)

18. Deadline for turning in score sheets is right after the league match is completed and the sheet is signed by both teams.
19. Errors on score sheets must be corrected that night. Once the score sheet is signed by both teams and turned in, it is too late. If a team doesn't agree with something on the score sheet, they should record their opinion in the comment section.

Scoring

20. If a dart sticks in the board but does not register a score, the player can manually mark it, but it should be supervised by one member of both the Home and Away team.
21. If you throw your dart before the 'throw dart' message/light is on, that will count as a thrown dart. It should Not be manually scored.
22. If you miss the board, it is a thrown dart. You cannot throw the dart again.
23. If you drop your dart and your arm was not in the motion of throwing, you may pick it up and throw it.
24. If a player shoots out of order, the dart can be reversed as long as he/she did not shoot the entire round and the opposite team has thrown one 'next turn' dart. The dart reversal process should be supervised by one member of both the Home and Away team. If a player shoots out of order and the mistake cannot be reversed, his/her turn for that round is over. If shooting out of turn takes the game out, the team in error loses that game along with the team players. A team win is awarded to the opposing team and assists to each of the opposing team players.
25. If the person calling out the playing order calls out the wrong order and the darts thrown cannot be reversed, that person puts up the quarters and the game is started over.
26. If an entire game is played out of order, the team in error loses that game along with the team players. A team win is awarded to the opposing team and assists to each of the opposing team players.

Handicaps

27. A handicap system will be used. This is to help newer and less talented players to have an equal chance.
28. An established handicap is one that was set in the current session or previous session in Billy Mc's In-House League. If the player has not played in the current session or the session just previous to the current, he/she does Not have an established handicap.
29. Players and subs will shoot with their established handicaps.
30. Players and subs without an established handicap will shoot as a 3 for their first game. (exception: the last 6 weeks. See rule 35 below) Then the next time the member/sub shoots, he/she will use the established handicap from the league score sheet.
31. Honor declaration: If a sub or a member that does Not have an established handicap feels that he/she is better than the default 3 handicap, they can declare their handicap as the lesser handicap.

32. A player's member and sub handicaps will be kept separate in an attempt to prevent sandbagging.
33. If a member does not have an established sub handicap, he/she will use their established member handicap when shooting as a sub. Then the next league week, or the next time the member shoots as a sub, he/she will use the established sub handicap from the league score sheet.
34. If a sub becomes a member of a team, his/her sub handicap will be used on his/her first week as a member. The feats earned while a sub will not be transferred to his/her member feats.
35. In the last 6 league weeks of the season, players and members without an established handicap in Billy Mc's 301 League will shoot as a Zero Handicap.
36. Handicaps are calculated as follows:
 6DartOut=20points; 7DartOut=9points; 8DartOut=8points; 9DartOut=7points;
 HighTon=6points; HatTrick=5points; 4RoundOut=3.5points; LowTon=2points;
 Wins=.5points; Assists=.25points. Total points are divided by games played to give Rank.
 Rank 0 to 1.4999 is a 3 handicap
 Rank 1.5 to 1.9999 is a 2 handicap
 Rank 2.0 to 2.9999 is a 1 handicap
 Rank 3.0 and above is a 0 handicap

Resheduling

37. No rescheduling the same night of the league.
38. For postponements and advanced play (before league night), both captains must agree on the date of play. The team that is being asked to postpone or advance play will have the right to choose the date and time as long as it is reasonable.
39. In case of an emergency (Act of God) please try to give a team a chance to reschedule. Give the team at least 24 hours notice before playing the make-up game.
40. In the case of an emergency, the first option is to pick up a sub from the bar as long as you have both sexes playing. If this cannot be done and you reschedule, the match should be picked up from where it left off.
41. Startup time is 7:30 but a 15 minute grace will be allowed. If one person on a team is running late but is definitely coming, you can play all games that person is not involved before other games. After those 6 games are played and the player is still not there, then the team must skip his/her turn every round until he/she shows up. If a team elects to use that option, the player cannot be replaced by a sub that night.

Monies and Fees

42. All players who are a member of a team must pay a \$5.00 membership fee per session. Subs do not have to pay a membership fee.
43. The league night fee is \$20 per team even when shooting a BYE.
44. Each team will be responsible for \$12 for the games on the machine on league nights.

45. It is the team captain's responsibility to make sure all money is paid.
46. Hat Tricks receive a free beer and must be taken the night of the Hat Trick feat.
47. If a team doesn't show for a league night, the team is still responsible for their \$20.
48. Bar sponsorship fee will be \$30 per team per session. The bar does Not deduct any money for expenses such as score keeping, forms, or banquets.
49. Cash \$6 per feat award will be awarded according to the most feats, wins and assists per man and woman.
Men/Women Feats are: 6DartOut; 7DartOut; 8DartOut; 9DartOut; 4RoundOut, LowTons; HatTricks; HighTons; Wins; Assists; Turkeys; and 69s
50. Money Awards and 1st Place Team Trophy will be presented at the end of the session Banquet.
51. The \$20 per Team per Week collected during the session will be distributed per Team at the end of the session based on Team Wins.
52. The Membership Fees and Bar Match Fees will pay for the Feats and Trophy; Any money left will be split amongst the Top Half of the Winning Teams.

Machine Problems

53. Machine Problems should be reported to Billy McDonald who will in turn arrange for repairman service.
54. If machine problems occur, the team captains should decide whether to play 'as is', wait for another board, or wait for the repairman.

Team Withdrawal

55. Teams withdrawing should notify the Dart Manager. Games for teams that withdraw will be played the rest of the session as a BYE. If it is the first half of the session when a team withdraws, a replacement team can take their place if they are willing to accept the win/loss record of the withdrawing team. If a replacement team does not replace the withdrawn team, then the standings will be adjusted to give 12 wins to all teams that had played the withdrawn team. There will be No refund of fees that were paid by the withdrawn team.

Rules

Where there is confusion about the rules or a decision needs to be made about a situation that is not covered in the rules, the Dart Managers should be consulted to provide a fair solution. Please provide them with the respect of doing their best to make a fair decision and attempting to keep all parties happy.

Thank you and Happy Darting, Your Dart Manager Tamie McDonald ☺