Online Dart League Rule Book

& Captains Handbook

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PLAYER ETIQUETTE
1. Attempts to distract an opponent while they are shooting will not be tolerated. Heckling, chanting or other harassment is strictly forbidden.
2. No verbal conversation towards the player at the line.
3. No vulgar language towards a player or team member.
4. Respect the time limits to throw - no more than 15 seconds between darts and no more than 30 seconds between player switches.
5. Coaching must remain between rostered teammates.
6. Players are responsible for the boards. If a board is damaged due to hitting, kicking, or negligence, the player is obligated to pay for the damages. NO EXCEPTIONS.
7. Practice on another board is not permitted once the match has begun
8. Use common sense, enjoy the game and have fun!

GENERAL RULES
Lunging - Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line – and players can step on, but not across, the line. Lunging is not allowed. 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 – anything other than that would be defined as lunging.

Dart Scoring – The dart should be scored where it sticks. A dart that sticks in the board, but does not score, can be manually scored. A dart that scores, but does not stick in the board counts. If the machine is operating incorrectly, the two team captains will decide whether to play, or call the league coordinator to make up the match.

DARTS
Players may use their own darts if they meet the following guideline
a) They must be plastic tip
b) Dart gram weight cannot exceed 20 grams
If a captain believes that a team is using heavier than a 20 gram dart they can protest the match and follow the protest guidelines

ADDING & REMOVING PLAYERS
Teams can add players up until the midway point of the season. You must contact the league coordinator to do so
Players that have not played more than ½ of the matches will not be allowed to play in the playoffs. If a team drops from the league, the coordinator will adjust the standings to insure proper (WIN/LOSE) balance throughout the league.
A team needing to add an additional sub to the 4 man roster for the evening will have to contact the league coordinator by 4PM on the scheduled league match date for approval. Failure to do so will result in a loss of game for any game the unapproved player played in.

Location Requirements
A throw line is required by all locations playing in the league.
There must be a minimum of 4 clear feet behind the throw line
Locations must open by 7:00 PM on the scheduled league night

MATCH SCHEDULING (PRE-PLAY, POSTPONEMENTS, FORFEITS)
Match start times (8:00 PM Eastern) are scheduled prior to the start of the league season. Starting on time is strongly recommended in order to avoid team conflict. If a team does not arrive at the start of match play and no call was made to reschedule, a forfeit may be called. There will be a 15 minute grace period before a forfeit should be called. If a forfeit is called on a team, the team receiving the forfeit will receive zero wins. The team that wins by forfeit will receive the amount of wins based on their total win percentage (rounding up) or 51% of total match games played for that division, depending on which is higher. All Johnny K's Dart World leagues will be 15 games per night.

EXAMPLE 1 BASED ON 15 GAME MATCH:
TEAM (A) HAS 60% WIN TOTAL. Team A calls forfeit on Team B. Team B receives 0 wins; Team A receives 9 wins (60%).
EXAMPLE 2 BASED ON 15 GAME MATCH:
TEAM (A) HAS 43% WIN TOTAL. Team A calls forfeit on Team B. Team B receives 0 wins; Team receives 8 wins (51%).

All postponed matches must be made up within 2 weeks of original scheduled date and the league coordinator must be notified within 48 hours that the match did not take place, with the new date given for the makeup match.

Failing to call to postpone a match by 6:00 PM on the night of play will result in a loss and a $25 fine imposed for the team. Fine must be received within 2 weeks of being issued, or team will lose all win points until received.

Failing to make up a postponed match will result in a $25 fine for the team that postponed originally. Fine must be received within 2 weeks of being issued, or team will lose all win points until received.

Any team forfeiting more than 2 league matches will be removed from the league and will forfeit any claim to prize money

PROTESTS
1. All protests must be submitted to Johnny K's Dart World league coordinator in writing via email within 48 hours after the match. Emails are to be sent to for Hazleton leagues colleen@johnnyksdartworld.com or amy@johnnyksdartworld.com. For Harrisburg leagues ryan@johnnyksdartworld.com
2. If a team believes they have a protest situation during the match, they must inform the other team captain that a protest will be filed. Failure to do so will result in an unaccepted protest.
3. The protest must be written providing details in a clean, concise manner.
4. The protest must indicate what rule was broken for the protest to be accepted.
5. Many protests can be alleviate if the captains use common sense to correct any problem as they occur
6. In the event of a machine malfunction, the result will not count and match will be replayed at a later date.
7. The decision of the area eague coordinator is final

SETTING LINEUPS
Team Captains set up lineups online:
Go to: play.phoenixdart.com and log in (Only team captains can set their team's lineups from this site).
Click **Incomplete** for the match you would like to set lineups for.
Set lineups accordingly and save changes.
SETTING LINEUPS AT THE CONSOLE
Players can set their lineups now at the console. If line-ups have not been set for a match, the console will notify you that lineups haven't been set.
Clicking the red button after receiving this notification will take you to the screen where you can set lineups on the console.
Players will have the option of **Use Previous Lineup**, **Random Lineup,** or setting up line-ups for each individual set.
Use Previous Lineup will work starting from week 2, and will just use the exact same lineup you set up in Week 1.
USING RANDOM LINEUP WILL CAUSE YOU TO PAY FOR ALL PLAYERS ON YOUR ROSTER AND YOUR MONEY WILL NOT BE REFUNDED.
Use the directional buttons to navigate down to **Set 1**. Use the right directional button to highlight the drop down menu and push the red button. Select the player you want to insert into the lineup then hit the red button again. Use the appropriate directional button to either set the second player's line-up for **Set 1**, or move on to **Set 2**.

TO START A LEAGUE MATCH
1) Competition -> Multi League
2) Select your league and hit the red button.
3) This will bring up your league schedule. From here, select the match you would like to play. Scanning a player's card at this screen will pull up a match related to his/her card. The check-in window is now 7 days before and 7 days after the scheduled match, so please make sure you've selected the right match to play.
4) Select the match and hit the red button. You will be asked to scan player's cards to check-in. After all players have checked in, insert league fees and hit the red button.
5) You will now see a set selection screen similar to the one on the previous league system. Select Set 1 and hit the red button. If you need to change the lineup for this set, select player change and switch players as necessary.

TEAM FEES
Each team that plays in the league is required to pay a $50 team due.
Team dues are payable by 2ⁿᵈ week of the season, NO EXCEPTIONS.
Failure to pay by the 2ⁿᵈ week will result in the team losing half their points until paid in full.

LEAGUE FEES
League fees are $10 total per week per player (includes your quarters for the night)
60% of all league fees will be paid back to the players

OPERATOR DUES
Teams participating under other operators in the remote league – Operator players money is due by the half way point of the season. Any teams operator that refuses to send player payout money by the time will be suspended from the league until their operator makes full payment for their teams part in league payouts. Team will forfeit all rights to prize money.

LEAGUE PAYOUTS
Payouts will be done within 30 days of the finals week of league. The league coordinator will contact the team captain via email and will provide each captain of the total payout their team will receive for the league. Team captains will be responsible to provide their team members mailing addresses, so that checks can be mailed to teams winning prize money.

Doubles Handicapped League- Requires 2 players minimum and 3 players max
Each team member on lineup for the night is required to play a minimum of 12 games per night and a maximum of 12 games per night. You can NOT
have 3 players per night play unless the 3 players MPR is under the 6.0 team cap. At no time can you sub in a 3rd^h player for the evening if it busts your team cap. Any team caught busting the team cap for the match will forfeit for the evening.
Any team caught playing a member more then 12 games will receive a automatic loss for the game(s) the player has exceeded the 12 game maximum allowed plays.
No player may play more then 3 singles games per night.

Doubles Masters League- Requires 2 players minimum and 4 players max
Each team member on lineup for the night is required to play a minimum of 8 games per night and a maximum of 12 games per night. Any team caught playing a member more then 8 games will receive a automatic loss for the game(s) the player has exceeded the 12 game maximum allowed plays.No player may play more then 3 singles games per night.

Individual Player Stats
New players who have not previously competed in any league system are assigned a starting ppd and mpr. A male starts with 25.0 ppd and 2.5 mpr and new females start at 16.0 ppd and 1.5 mpr. These players establish their own ppd and mpr after their first match and will be changed. All players are expected to provide honest data at time of league sign-up. A player who believes they should use a higher starting ppd and mpr should contact their league coordinator to request an adjustment to their starting statistic to avoid penalties after league begins. Player ppds will change as players improve, the Team cap is not applicable after the league has begun except for application of the following "Bust" rule

When access to stats from other leagues is available and that data shows a new player [to this league] has stats above average, that other league stat is to be used to start this league. League coordinator reserves the right to access a higher than 25.00 ppd (men) and 16 ppd (women) for any player known to have exhibited above average skills during any other darting activity. All players are required to provide complete player information including full name, email address, phone number and Phoenix player card number. Players who have played in a Phoenix league previously will be given the league coordinator admin site Multi League Rating.

Bust Rule…To ensure the fairest competition and as fail-safe measure to prevent stacking of teams or other activity that cause damage to league competition, players are strongly advised to review their cumulative league statistic to ensure their league-starting statistics accurately demonstrate the true skill and darting ability of each player

on a team. This is necessary to avoid the team "busting out" during the course of a league session.

"Bust-out" applies to any team of players whose current league stats when added together exceeds the original team cap by 25% or more after any of the players on the team has thrown a minimum of 80 darts in 01 games and/or 80 darts in cricket games. Any team, that performs @ 25% or more above the original team cap is deemed a "bust out" and is required to modify the team roster to return to a team combination under a total of team cap when adding 25%.

If no combination of existing players fits under the break-out cap of a specific league type, a new player must be added to the team and only a player who has previously established a true "history stat" enabling a team to be fielded under the 25% above the original team cap. Any matches played in breach of this rule are subject to be disqualified. Contact your local league coordinator for final decision.

DOUBLES GAME FORMATS
Handicapped
1. 501 Doubles- OI/DO no bull out - FREEZE 4 scores
2. Cricket Doubles
3. Singles Cricket
4. 301 Singles OI/DO no bull out
5. 501 Doubles- OI/DO no bull out - FREEZE 4 scores
6. 301 Singles OI/DO no bull out
7. Singles Cricket
8. 501 Doubles O1/DO no bull out stacked 2 scores
9. Cricket Doubles
10. 501 Doubles- OI/DO no bull out - FREEZE 4 scores
11. Singles Cricket
12. Cricket Doubles
13. 501 Doubles O1/DO no bull out stacked 2 scores
14. 301 Singles OI/DO no bull out
15. 501 Doubles OI/DO no bull out stacked 2 scores
Masters
1. 501 Doubles- DI/DO Split Bull - FREEZE 4 scores
2. Cricket Doubles
3. Singles Cricket
4. 501 Singles DI/DO Split Bull
5. 501 Doubles- DI/DO Split Bull - FREEZE 4 scores
6. 501 Singles DI/DO Split Bull
7. Singles Cricket
8. 701 Doubles DI/DO Split Bull stacked 2 scores
9. Cricket Doubles
10. 501 Doubles- DI/DO Split Bull - FREEZE 4 scores
11. Singles Cricket
12. Cricket Doubles
13. 701 Doubles DI/DO Split Bull stacked 2 scores
14. 501 Singles DI/DO Split Bull
15. 701 Doubles DI/DO Split Bull stacked 2 scores

TEAM CAPTAINS

Team Captain are responsible for their team adhering to all league rules. Captains must make available to league officials: their contact information and agree to allow this information to be distributed among the other team captains in the league for the purpose of assisting in rescheduling missed matches, and other common communication needs etc. When choosing their team, team captains must assess all potential players for dedication to play and pay. By submitting a team at time of registration, team captains accept responsibility for collecting team fees and setting up each league match. Team Captain is responsible for submitting completed player information for team roster.

PLAYING REQUIREMENTS

Ghosting - League matches may also be played with a missing player, the vacant spot being passed by pressing the red button to advance the match play to the next round. This is to be done if a player has experienced an emergency and must leave during match play. If both teams are aware of a player that will be late and wish to start the match, ghosting may be done in the missing players spot until said player shows up and can start or resume play.

Age Requirements - All players should be at least 21 years of age to play in league. If under 21, players must have prior approval from the location involved in the league.

Illegal Players - If a player is found to have played illegally in a match, all games that the illegal player participated in are subject to forfeiture at league discretion OR the match may be subject to a replay after investigation by league officials.

Releasing A Player -A player released from one team and wanting to play on another team MUST have written permission from the original team captain, filed with league coordinator, if they meet the following: player was listed on the team roster at league start-up or has played at least 6 weeks for one team, thus becoming a permanent player for that team.

START TIMES, DELAYS, ETC

Match Time Outs - In many situations there can be scenarios in which teams need a moment for a break, in triples league especially. There is ample time between each game if needed to deal with anything that requires a short delay. If you need a few minutes of time out, 1, simply let the other team know via text or phone-call and 2, do not select "start match" until teams are ready to resume the match. This is not intended to indicate a break between every game is expected or allowed. This is merely a common sense advisory for how to take a short break without abusing the other team in the process. Courtesy is expected at all times

Break time - After game 8 is played a drink, smoke and bathroom break will be allowed. Teams are allowed 10 minutes, or less. You can always tap the ready button, but once a match is going, a shot counter will throw off for you. If any team has a problem, please contact league coordinator.

MATCH ERRORS AND REMOTE CAMERA MALFUNCTION

Dart board errors - Repeated malfunctions may require a match move or reschedule. Both team captains must decide whether to play, move to another board or reschedule the match. All non played matches due to malfunctioning boards must be played and the league coordinator must be notified.

Match Suspension - Due to weather, electrical, internet issues, etc power to the dart boards may be lost during match play. When this occurs and the power is lost to one dart board, the other team will receive a message stating that match play has been interrupted. The team will then be prompted to "resume interrupted match" or "suspend match". Please contact the other team to confer with them before answering the dartboard prompt. Should both teams decide to continue play, please select "resume interrupted match" and should both teams decide to reschedule the match simply select "suspend match" until you've reached an agreeable date to resume. Any match not that needs rescheduled must be reported to the league coordinator, so the boards can be reprogrammed.
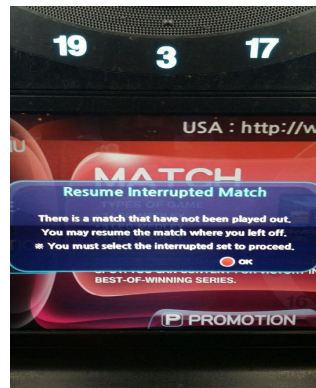
CHEATING

Finger Blasting – Any team caught using their finger to score darts instead of throwing them will be removed from the league immediately and forfeit all rights to prize funds.

Non Rostered Players – Any team caught allowing another player to play under another players card purposely will be removed from the league immediately and forfeit all rights to prize money. The player who's card is in play must be the player playing the game. Example: John Doe is supposed to be playing game 3 and you have Phil Taylor who is not a rostered player come shoot under John Doe's card.