



YMDA LEAGUE RULES AND REGULATIONS

Y.M.D.A, dart leagues are held for the benefit of the players. Good sportsmanship and common sense shall prevail at all times to assure a fun and pleasant time for all.

All players are advised to read thoroughly and understand all Y.M.D. A. rules and information. Any questions should be directed to Y.M.D.A. office at 523-0382.

If there are any unusual occurrences during the play that are not otherwise covered in the following rules, the team players are expected to be adults, decide what to do and continue the match.

These rules are guidelines by which to play. Sportsmanship and fair play are in the best interests of everyone. The team players, by mutual agreement, may override any of these rules provided that there is no prejudice to other teams. If the team players cannot come up with a suitable solution, then these rules are the law.

PERSONAL DARTING EQUIPMENT:

1. Players may use their own darts if:

The darts are designed for use on electronic scoring dart machines (NO STEEL TIPS!).

Plastic tips are unaltered factory issue.

Dart length does not exceed 8 inches.

Complete dart (tip, barrel, shaft and flight) does not exceed 18 grams.

SPONSORS:

1. All teams must have Sponsors permission to sign up for that location.
2. Sponsors are responsible for paying sponsor fees of:

\$10.00 singles

\$20.00 2 person team

\$25.00 3 person team

\$30.00 4 person team

3. Sponsoring locations will not charge a cover charge to players during league play.
4. Sponsoring locations will make dart machines available for league players 1/2 hour before start time.

SPECIAL AWARDS & TROPHIES:

\$50.00 cash to anyone who shoots a 6 Dart Out "301" game or an 8 Dart Out "Cricket" game. (Limit -1 per person per season regardless of how many leagues you play on.)

"301"

\$25.00 and trophy for most Hat tricks during league play.

\$25.00 and trophy for most Darts Out during league play. Trophies awarded for both men and women wins.

"Cricket"

\$25.00 and trophy for most wins.

\$25.00 and trophy for most marks.

"Mixed"

\$25.00 and trophy for highest combined NDA average-Men

\$25.00 and trophy for highest combined NDA average- Women

NO PLAYER MAY WIN MORE THAN ONE OF THE CASH AWARDS PER LEAGUE.

GENERAL RULES:

1. The "throw line" is to be set with the leading edge (closest to machine) exactly 8 feet (96 inches) horizontally from the target face of the machine.
2. Players are allowed to step on, but not across the throw line. It is legal to lean over the line. The players' feet must not cross the line before the dart hits the board.
3. Coaching a player at the line is permitted by team members only.
4. The throwing player is always allowed a maximum of three darts per turn. A player may pass any or all of their darts on any turn, and may throw their remaining darts after a bust.
5. Any dart thrown counts as a throw, whether registered by the machine or not. A player may not re-throw any darts. Darts thrown before machine instructs to "THROW DARTS" may not be re-thrown. Darts in board **may not be manually scored.**

It is the throwing players responsibility to be sure that the machine is set on the correct position, and that the machine is instructing to "THROW DARTS" before taking their turn.

If a dart hits the outside of the board and does not score as a dart thrown, you must hit the player change button before pulling your darts out.

If you do not hit the button and a dart manually scores, you will automatically lose that game.

If a substitute can't be found, a team may play with only the players present.

Game proceeds normally, with the absent player's score remaining untouched in all games in which they would have played. A late arriving player may begin playing as soon as it is their turn.

Leagues will be divided into divisions when necessary according to averages.

The highest team average in each division cannot be higher than the lowest team average in the division above them.

Any player including substitutes wanting to be released from one team to play for another team in the same league must have written permission from the team captain and turned into the Y.M.D.A office before playing.

11. A **substitute** must not have an average more than 0.50 MPR or 6.5 PPD above the person they are playing for. To obtain an average on a player or sub, you will refer to the previous season's stats. These will be provided for you at your home location. If you need to use a player higher than the above stated, it must be agreed to, in advance, by both teams.

When using a sub, you must know their average, and you must inform the opposing team. Write down the persons average next to their name on the score sheet. Both captains must sign their initials next to the subs name as acceptance (**Substitutes are not eligible for awards when playing less than 50% of the season**).

If a player drops off the team, another player may take over his/her position, providing their average is within the 0.50 limits or pre-approved in the Y.M.D.A. office. Any team who is found using an illegal player shall forfeit every game in which the illegal player threw darts.

All team members must be established in the Y.M.D.A. office before the first night of league play. All others will be considered subs. New players to Y.M.D.A. will be established as: Men-1.50 or 16 PPD, Women-0.75 or 12.5 PPD.

12. Distraction by opponents or persons accompanying opponents is not allowed.

13. Attending scheduled meetings is mandatory!!! There will be a \$10.00 fine for any team not represented at these meetings.

14. Practicing is not allowed once the league much has begun, even if there is an unused dartboard. You are allowed three darts before each game.

DUES:

ALL payment envelopes must be signed and dated. The dues are placed in an envelope, after league play is completed each night. It is the winning teams responsibility to deliver the completed dart envelope to: An approved drop off point, Yellowstone Mark Dart Association (a.k.a. Yellowstone Specialty), 580 West 15th Street, Idaho Falls, Idaho, by noon the following day. (Game wins will be taken for late envelopes).

The dues are collected and recorded on the envelopes and the captains must sign the envelope. These signatures verify the dollars collected and the matches score. If there is a protest on the match, sign to verify dollars collected but not match score.

Each player pays weekly dues of \$6.00 and will also pay the quarters for each game they play on the machine.

Every team member is expected to pay dues each league night. If you are more than two weeks delinquent with dues, your team will lose the wins for the night you did not pay. Wins will continue to be pulled for subsequent matches until dues are paid.

Each team is responsible for total team money each week, regardless of how many players shoot or whether the whole team plays or not. This includes subs.

All dues not paid by the end of the season will be deducted from the team payback money. NO EXCEPTIONS.

All players must sanction with NDA. The sanction fee is \$8.00. NDA sanctioning is good from Sept. 1st -Aug. 31 st. NDA sanction fees are due before the fourth week of play. Any player, who does not pay the sanction fees before the deadline, will have wins taken until these fees are paid. Wins that are taken will not be returned.

7. No checks, credit cards, or coins are accepted in envelopes.

SCHEDULES:

1. Teams will be alternated as schedule permits. Locations may have two teams per dartboard, per league.
2. Teams must play at the scheduled location. Exceptions are made if the location is having an event. Must have YMDA approval.

STARTING TIME:

1. All matches will begin at 8:00pm. There will be a (15) minute grace period.
2. If a team arrives at or after 8:00pm (start time) the match begins immediately. If you want to throw practice darts, you must arrive before start time.
3. The starting time is judged by accurate time, not bar time.
4. If the opposing team does not show, play begins. If the first game is still being played when the opposing team arrives, the opponents forfeit the first game and the match continues. If the first game has been completed the opposing team forfeits the entire match. If a player is going to be late, he/she can be placed in the last position and play as long as he/she arrives before his/her first match is started.

RESCHEDULING MATCHES:

1. Matches may be rescheduled if absolutely necessary. Both teams must agree on a make-up date and time. Allow at least an eight-hour advance notice to at least one of the opposing team members so they can inform

their teammates. Emergencies are the only exceptions, e.g., death in family, automobile accident or another life threatening situation. Otherwise, "STARTING TIME" Rules apply. When you reschedule a league match, you must inform the Y.M.D.A. office. You must also inform the location of the change and what date and time the match will *be* replayed.

Make-up matches must be played within two weeks of the original scheduled match. These matches will be played at the bar that the game was originally scheduled.

Any postponed match that is not made up by the last scheduled league night will be entered into the standings as 0-0, (double forfeit). No highlights or statistics will be counted, but weekly dues will still be assessed. Postponed matches can be made up the last scheduled night with Pre-approval from the Y.M.D.A. office, or legitimate emergency. Any matches pre-approved for a later make-up date must be made up in a time frame designated by the Y.M.D.A. office, (i.e. before scheduled playoff start)

FORFEITS AND BYES:

1. Any team that forfeits a single match is still required to pay the full weekly dues. Any dues not paid will be deducted from win monies at the end of the season. The forfeited match will be scored all loses, no wins. The team receiving the forfeit will receive all wins, no loses
2. Any team that forfeits a second match, without rescheduling, could be removed from the league, forfeiting all dues paid, awards and wins monies.
3. If a team drops out of the league, that spot will have to be filled. If it cannot be filled with another team, it will be converted to a "BYE" and the score is 0-0.
4. If there is an odd number of teams in any one league there will be a "BYE" position in the schedule.

FOULS:

1. If a player throws when the machine is displaying an opponents score, the opponent has the option of accepting that score and allowing play to continue or resetting the machine to the player who originally threw on the wrong score and then continuing to play.

EXAMPLES: a) Player three mistakenly throws on player four.

Player four can accept the score and the game moves to player one. the results being that player three has lost the opportunity to score in that round.

b) Player four can reset the game for player three.

Player three throws. The game moves to player four.

The result being that player four has received a double scoring opportunity in that round.

SPORTSMANSHIP, SUSPENDED PLAYERS, PROTESTS AND GRIEVANCE COMMITTEE:

1. **Sportsmanship** is to be expected and its abuse will not be tolerated - Any **unethical conduct, poor sportsmanship, and abuse of the equipment**, (by kicking, hitting, or other destructive behavior) will be grounds for lose of game, match, or expulsion from the league. (So if you hit the board, you might as well pick up your darts).

"SPORTSMANSHIP": is defined as a person conducting himself or herself in a manner in which the competition is challenging (not humiliating), fun and fairly played!
2. Any player suspended from Y.M.D.A. leagues for any reason shall not be eligible for any league sponsored event, tournaments, playoffs, state or national events.
3. Any violation of league rules could result in the suspension of players. Grievance committee decides fair punishment for rule violations, unless specifically stated.
4. During league play, any questions or disputes will be settled by the two teams involved. For clarification of any rule, call 523-0382. If no solution can be reached, a written protest must be filed.
5. Any protest must be in writing, be presented to the Y.M.D.A. office within 2 weeks of the match, and must be accompanied by a \$10.00 protest deposit. If the protester loses the decision, he or she forfeits the \$10.00 deposit.
6. The league coordinator will submit the written protest to the league grievance committee, who will render a decision. If any member of the committee is directly involved in the dispute, they will not be involved in the decision.
7. All teams involved will be notified of the committee decision. When there is a situation pending with the grievance committee, players are not allowed to approach any member of the committee. Committee members do not have the privilege to discuss any protests outside of the committee meetings.
8. At the Fall league general meeting there will be a reelection of the Grievance Committee Members, made up of 5 players and 1 sponsor.

MACHINE SERVICE:

If the players believe that a machine is not working/scoring properly, they may move the game to another machine and call 523-0382 for service.

All Y.M.D.A. league matches will be played on Yellowstone Specialty Company/Y.M.D.A. dart boards ONLY.

PLAY- OFF FORMAT:

All ties fall into the following tiebreaker rules:

1. Teams not playoff bound are left as a tie.
2. Teams playoff bound will refer to those seasons' matches. The team with the most team head-to-head game wins during the season is awarded the higher seed. If there is still a tie, seed will be decided by the most singles wins in head-to-head matches. Teams tied for the last playoff spot (lowest seed) will play a match to break tie.
3. No more than half of the teams in each league will go to playoffs.
4. Teams playing for 1st and 2nd will be played at the banquet. All other placement will be played before the banquet (time permitting).
5. "Coin Flip" determines " Home team ".
6. If a highlight is thrown during playoffs that have not been yet thrown during regular season, you will receive credit and award.
7. Playoff matches will be played at locations posted -PLEASE- no moving playoff matches for the "convenience" of the players.

BREAK-UP RULE:

The 1st Place Team in any league must break-up and form multiple teams. (This is to ensure growth and to help stop team dominance). 3 and 4 person teams, (the two players with the highest average must split). Players may team up after (1) one season split.

301 RULES OF PLAY (ALL '01 GAMES):

1. Each player starts with 301 points and attempts to reach exactly zero (0).
2. Any dart which scores more points than needed to reach exactly zero (0) will result in a "BUST". The player's score will return to the same score they had at the beginning of their turn.
3. When any player reaches zero (0), the team with the lowest combined score wins. In case of combined points score tie, the team that reaches zero (0) wins. (You can go out on a tie)
*** FREEZE OUT RULE***.
4. A Hat trick is 3 darts anywhere in the bullseye.
5. BOUNCE OUT - A dart the machine registers but does not stick. The dart is treated as if it did stick when counting highlights for pins.

CRICKET RULES:

The following rules pertain to Cricket Leagues in addition to all previous rules.

1. Mixed Cricket will have 1 Man and 1 Woman, women shooting first

2. Team score must be equal to or greater than the opposing team to go out.
3. If your score a Whitehorse, you get only a Whitehorse, and not a 9 mark.
4. A Hat trick is three darts anywhere in the bullseye. You don't have to score 150 points for a Hat trick but the dart must stick in the board.
5. MARKS - is any single number 15 through 20 plus the bullseye scores by the dart machine as a one (1). A double is two (2) marks and a triple is (3) marks. You may score from 0 to 9 marks per turn.
6. BOUNCE OUT - a dart the machine registers but does not stick. The dart is treated as if it did stick when counting marks and highlights for pins.
7. NON-COUNTING MARKS - marks not counted on a player's turn may occur *in* two situations: 1) Dart machine does not register the dart. 2) The opponent has a number closed and your team has one mark on the same number and you hit a triple. The triple you hit is scored as two marks since that is what you needed to close the number.
8. WHITEHORSE - Three different triples on one turn that score as triples without receiving points.
(Previously unmarked by your team).
9. 9 MARK - any three triples on one turn that registers as triples (with or without points).
10. TON - 80 - All three darts in the triple 20. Must score 180 points
11. 3 IN A BED - 3 darts in the same triple that register as triples.
11. 3 IN A BED AND A TON 80 ARE ALSO MARKED AS A NINE MARK. 3 IN A BED AND A TON 80 DO NOT COUNT UNLESS THE MACHINE REGISTERS 9 MARKS IN A ROUND.
12. HIGHLIGHTS WILL ONLY BE COUNTED WHEN THEY MARK OR POINT, NOT WHEN THE NUMBER IS ALREADY "CLOSED".

HAVE FUN!

AND GOOD DARTS !

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