

ELECTRONIC FOSSTON COMBO DART LEAGUE RULES

1. The game will be 6 games of **301** and 6 games of **CRICKET**.
2. The object of 301 is to count down from 301 points to **EXACTLY** zero. When playing doubles a player cannot attempt to obtain zero unless his partners score is equal or less then the combined score total of the opposing team. If a player reaches zero score while their partner has them froze they automatically lose that game.
3. If at any time a player or sub fails to show, the match will be played under the 151 rule. (151 rule: Absent player is moved to position 4 on the league sheet and marked as an "X". "X's" score is pushed to 151. "X's" partner may go out until frozen by opposing team. At that time the match is done and the scores are entered on the scoresheet. **YOU MUST HAVE ATLEAST 3 PLAYERS TO PLAY A MATCH.**
4. The object of cricket is to close the numbers 20, 19, 18, 17, 16, 15, and the bullseye in any order before your opponents. The team that closes all these numbers first and has equal or greater points wins the game.
5. You must keep track of all points per dart and marks per dart.
6. The player stands behind a line 8 feet from the bullseye. They may step ON, but not over the line. They may however **LEAN** over the line.
7. The player gets three (3) darts per turn. Darts may NOT be touched until a player's turn is over and the **PLAYER CHANGE** button is pushed.
8. Darts must not be thrown until **"THROW DARTS"** lights up on the machine. Any dart thrown early may not be thrown over.
9. Any distraction to players is forbidden. Location owners must make sure customers do not interfere with league matches in progress.
10. If a dart misses the board or doesn't stick, it counts as a dart thrown.
11. **THE DART MACHINE IS ALWAYS RIGHT. THE ONLY EXCEPTION IS ON THE "WINNING DART". THIS MEANS THAT THE DART MUST STICK IF THE MACHINE DOES NOT REGISTER THE WIN. IF THE MACHINE REGISTERS THE WIN AND THE DART FALLS OUT IT IS STILL A WIN.**
12. If a player throws a dart out of turn:
 - A. The machine is advanced back to the correct position with the player change button.
 - B. The player that threw out of turn loses his **NEXT TURN**.
 - C. Any points that were scored remain on the machine as scored by player in that position.
 - D. If a player throwing out of turn ends the game that player's team loses the game.
13. You may pass any or all of your darts at any time for that turn.
14. If the machine isn't operating correctly, both captains may decide whether to play scoring manually, or make up the game.

15. Players may use bar darts or purchase custom pro darts as long as they have plastic tips and do not exceed 18 grams and are eight inches or less in length. These accessories are available at Northern Amusement.
16. Starting time is **8:00 p.m.** The team not present at 8:00 p.m. will forfeit (1) game for every ten (10) minutes they are late, up to three (3) games or thirty (30) minutes. If opposing team has not shown by this time, they forfeit all games.
17. Teams will consist of (4) players, plus (4) substitutes. There must be 2 male and 2 female players on a team on a match night. Players must be of legal age to purchase alcohol **TO PARTICIPATE IN ANY NORTHERN AMUSEMENT LEAGUES.** If you do not have enough players, you may get anyone you want; however, this person name must appear on the back of the scoresheet. They must NOT be listed as a player on any other dart team in the league. If you go over (8) players the person added last will be treated as a forfeit. The match on _____ will be the last match that a new player may be added to the roster. **ABSOLUTELY NO ADDING AFTER THE DEADLINE!!!!**
18. **ON THE FIRST NIGHT OF PLAY THE ORIGINAL ROSTERS MUST BE TURNED IN WITH THE SCORESHEET.**
19. No player will be allowed to play for more than one team during the season.
20. On any forfeit, **BOTH** teams must still turn in their weekly fees. The team getting the forfeit will receive wins and the team giving the forfeit will NOT receive any wins.
21. Any team to forfeit four weeks will receive no prize money at the end of the league, and no money will be refunded.
22. In case of extenuating circumstances, play can be made up if arrangements are made one day in advance of scheduled match. Team asking for make up must play at opposing teams' bar, regardless of where match was originally scheduled to be played. Matches must be made up no later than two (2) weeks after originally scheduled date.
23. Each captain collects \$6.00 per person per night. The team is responsible for total team money regardless of how many players show up. Any shortages will be taken out of the team check at the end of the season.
24. The **HOME team** fills out their side of the scoresheet first and also keeps score. Both teams are responsible for keeping track of each others feats.
25. The **VISITING TEAM** is responsible to take the envelope, containing the team fees, score sheet and any revision sheets or rosters to the drop off location on the night of play. If the envelope is not turned in by 1:00pm the following day the visiting team will forfeit one **WIN** for each day that the envelope is late.
26. The captains or acting captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains must be written up in the form of a protest and delivered to Northern Amusement within 24 hours of the match. A ruling on the protest will be made by league committee and or Northern Amusement.

27. All money will be refunded in the form of awards, trophies, and cash paybacks. The league will remain non-profit at all times.
28. This is a **HANDICAP** league. The first night of play there is no **HANDICAP**. After the first night of play there will be a **HANDICAP** for all players. After the start of the league season, any new players will have a handicap of ZERO darts until his handicap is established. **EXCEPTION:** A team receiving a bye on the first night of play will receive a ONE dart per player handicap on their first night of play.
29. **GOOD SPORTSMAN SHIP AND COMMEN SENSE ABOVE ALL ELSE, ARE TO BE USED DURING PLAY!!!**
30. **LEAGUE TOURNAMENTS:** If a team walks out of a tournament during a match, they forfeit all trophies and prize money.
31. **SPORTSMANSHIP:** Players must be courteous to opponents and patrons in the establishment where the match is being played. A player who is continually rude, uses foul language, utters racial slurs, harasses or behaves in a manner deemed unsportsmanlike by the **LEAGUE COMMITTEE AND NORTHERN AMUSEMENT** will be **REMOVED** from the league on the second infraction. Players who harass committee members or Northern Amusement for a ruling they have made will be **PENALIZED** by Northern amusement and the League Committee
32. **ILLEGAL PLAYER:** If a team plays a match using an illegal player, they will **FORFIET** the **ENTIRE** match.
33. It is the captains' responsibility to ensure proper payment to each team member from the season team check.
34. By playing in the league, all players are agreeing to abide by these rules set forth by **NORTHERN AMUSEMENT** and any decisions that Northern Amusement and the League Committee make concerning this league.
35. Questions on a league night: Call **BOB at 556-8508**.
36. **ON ALL OF THE LOCAL TOURNAMENTS SPONSORED BY NORTHERN AMUSEMENT, ONLY PLAYERS ON THE TEAMS ROSTERS WILL BE ALLOWED TO PLAY.**