

# LEAGUE RULES

REVISED 8/23/2021

## GENERAL RULES

1. ALL PLAYERS WILL BE SUBJECT TO LEAGUE RULES AND REGULATIONS AS ESTABLISHED BY GAME TIME.
2. TO ENSURE GOOD SPORTSMANSHIP, A TEAM OR INDIVIDUAL MAY BE SUSPENDED OR EXPELLED FOR UNBECOMING CONDUCT, POOR SPORTSMANSHIP OR ANY REASON CONSIDERED DISRUPTIVE OR DETRIMENTAL.
3. FOUL OR ABUSIVE LANGUAGE WILL NOT BE TOLERATED. ANY PHYSICAL VIOLENCE WILL RESULT IN THE PLAYER OR TEAM TO BE EXPELLED FROM THE LEAGUE AND FOREFEITURE OF ALL MONIES.
4. ANY PLAYER WHO ABUSES GAME TIME'S OR THE BAR'S PROPERTY WILL BE GROUNDS FOR EXPULSION FROM THE LEAGUE AND FOREFEITURE OF ALL MONIES.
5. GAME TIME WILL INVESTIGATE COMPLAINTS OF UNACCEPTABLE PLAYER CONDUCT. DEPENDING ON THE SEVERITY OF THE COMPLAINT, A PLAYER MAY BE EXPELLED FROM THE LEAGUE. A PLAYER WILL BE EXPELLED FROM THE GAME TIME DART PROGRAM WITH THREE INFRACTIONS.
6. IF A DART MISSES THE BOARD OR DOES NOT STICK, IT IS STILL COUNTED AS A DART THROWN. NO PLAYER CAN HAVE A MAKE UP THROW. A DART THROWN THAT STICKS BUT DOES NOT REGISTER A SCORE MAY NOT BE MANUALLY SCORED UNLESS THE OTHER TEAM CAPTAIN AGREES. THE SCORE GIVEN BY THE DART BOARD IS THE FINAL SCORE UNLESS AGREED UPON BY BOTH CAPTAINS. IF THE TEAM CAPTAINS CANNOT AGREE ON A SCORING ISSUE, THE SCORE REGISTERED ON THE DART BOARD WILL BE THE FINAL SCORE.

## CAPTAINS RESPONSIBILITIES

1. TEAM CAPTAINS MUST COMPLETELY FILL OUT AND TURN IN ROSTERS.
2. TEAM CAPTAINS ARE RESPONSIBLE FOR COLLECTING ALL TEAM FEES AND REGISTRATION FEES.
3. TEAM CAPTAINS ARE RESPONSIBLE FOR SUBMITTING STATS FOR ALL TEAM MEMBERS ON THEIR TEAM. ALL STATS WILL BE APPROVED BY GAME TIME.
4. TEAM CAPTAINS ARE RESPONSIBLE ANY RESCHEDULING AND PROPERLY COMMUNICATING WITH THE OPPOSING TEAM CAPTAIN AND GAME TIME.
5. TEAM CAPTAINS ARE TO BE PRESENT FOR ANY NECESSARY CAPTAINS MEETING.
6. TEAM CAPTAINS WILL ATTEMPT TO SETTLE ANY DISPUTES DURING A MATCH BETWEEN EACH OTHER IN A POLITE AND RESPECTFUL MANNER.
7. TEAM CAPTAINS ARE RESPONSIBLE FOR NOTIFYING GAME TIME OF ANY TEAM/PLAYER CHANGES.
8. TEAM CAPTAINS ARE RESPONSIBLE FOR PICKING UP LEAGUE MONEY AT THE BANQUET. IF THEY ARE UNABLE TO ATTEND THE BANQUET, THEY CAN PICK UP LEAGUE MONEY FROM THE GAME TIME OFFICE.

### **SCHEDULING**

1. THE SCHEDULE WILL APPEAR ON THE DART BOARD SCREENS OF THE LOCATION PRIOR TO THE START OF LEAGUE PLAY. A COPY OF THE SCHEDULE WILL BE AVAILBLE ON THE GAME TIME WEBSITE [WWW.INDYGAMETIME.COM](http://WWW.INDYGAMETIME.COM).
2. ALL MATCHES THAT MUST BE RESCHEDULED MUST BE DONE BY THE MUTUAL CONSENT OF BOTH TEAM CAPTAINS. CAPTAINS ARE RESPONSIBLE FOR CALLING EACH OTHER TO RESCHEDULE A MATCH. IF YOU ARE UNABLE TO REACH THE OTHER CAPTAIN, CALL THE GAME TIME OFFICE BY 1PM TO ASSIST IN RESCHEDULING THE MATCH. ALL RESCHEDULED MATCHES MUST BE COMPLETED WITHIN 14 DAYS OF THE ORIGINAL MATCH DATE EXCEPT FOR THE LAST TWO WEEKS OF LEAGUE, WHICH IS ONLY 7 DAYS AFTER THE ORIGINAL MATCH DATE. UNDER EXTENUATING CIRCUMSTANCES, GAME TIME MAY DECIDE THAT THE CIRCUMSTANCES WERE BEYOND THE CONTROL OF THE PLAYERS AND ALLOW FOR A GRACE PERIOD TO HAVE THE MATCH COMPLETED.
3. IN THE CASE OF AN ACCIDENT, BAD WEATHER OR EXTINUATING CIRCUMSTANCES THE TEAM CAPTAIN MAY CALL THE OTHER TEAM CAPTAIN BEFORE THE START OF THE MATCH TO RECEIVE A 1 HOUR GRACE PERIOD TO START THE MATCH OR MAY RESCHEDULE THE MATCH.
4. GAME TIME RESERVES THE RIGHT TO POSTPONE LEAGUE MATCHES BECAUSE OF BAD WEATHER.

### **TEAM PLAYERS AND SUBS**

1. THE NUMBER OF PLAYERS ON A TEAM IS DETERMINED BY THE LEAGUE FORMAT AND OR CAP.
2. A PLAYER MAY ONLY BE A REGULAR PLAYER ON ONE TEAM.
3. A SUB CAN ONLY SUB FOR ONE TEAM IN THE LEAGUE.
4. ALL REGUALR PLAYERS AND SUBS ARE TO BE IN GOOD STANDING WITH GAME TIME.
5. UNLIMITED SUBS ARE ALLOWED THROUGHOUT THE LEAGUE BESIDES THE LAST 2 WEEKS OF LEAGUE PLAY. DURING THE LAST 2 WEEKS OF LEAGUE PLAY ONLY A SUB WHO HAS PLAYED ON THE TEAM MAY SUB.
6. ALL REGUALR PLAYERS AND SUBS ARE ELGIBLE TO PARTICPATE IN THE LEAGUE ENDING BANQUET DRAW/TOURNAMENT.
7. IT IS RECOMMENDED ALL TEAMS HAVE SUBS ON THEIR TEAM ROSTER.
8. GAME TIME HAS THE RIGHT TO APPROVE OR DISAPROVE TEAM MEMBERS AT ANY TIME.
9. A SUB CANNOT HAVE A RATING GREATER THAN 7% OF THE PLAYER THEY ARE SUBBING FOR, MUST FIT THE INDIVIDUAL CAP AND THE TEAM MUST FIT THE TEAM CAP.

### **REMOTE LEAGUE SETUP**

1. HIT RED BUTTON
2. SELECT LEAGUE MODE
3. SELECT PLAY REMOTE LEAGUE
4. SELECT THE LEAGUE YOU WANT TO PLAY
5. SELECT YOUR TEAM AS THE LOCAL TEAM

6. SELECT HOME OR AWAY. CHECK THE SCHEDULE TO SEE IF YOUR TEAM IS HOME OR AWAY.
7. SELECT THE TEAM YOU ARE PLAYING REMOTELY. THE REMOTE TEAM MUST SELECT WHETHER THEY ARE HOME OR AWAY PROPERLY AS WELL. IF THE OTHER TEAM IS READY, YOU WILL SEE THEM ON THE SCREEN, IF NOT THE DART BOARD WILL SAY WAITING FOR OPPONENT. YOU CAN SEE THIS MESSAGE IF THE HOME AND AWAY TEAM ARE NOT SELECTED PROPERLY.
8. ONCE BOTH TEAMS SHOW UP, MAKE SURE YOUR ROSTER AND SHOOTING ORDER ARE CORRECT. YOU CANNOT GO BACK TO THIS AFTER YOU START THE MATCH.
9. SELECT START MATCH
10. PUT LEAGUE DUES AND COST OF GAMES IN THE BOARD AND HIT START. PUT THE MONEY IN LAST IN CASE THERE IS A PROBLEM WITH THE SETUP. IF THERE IS A PROBLEM DO NOT HIT START. INSTEAD CANCEL THE MATCH AND START THE PROCESS OVER. MORE THAN LIKELY THERE WAS A USER MISTAKE IN THE SETUP.

#### **SANCTIONING FEES**

1. ANY PLAYER WHO PLAYS IN A LEAGUE AS A REGULAR PLAYER OR A SUB IS REQUIRED TO PAY THE FOLLOWING FEES
  - a. \$8 NDA SANCTION FEE PAID 1 TIME A YEAR. NDA SANCTION PERIOD IS FROM SEPTEMBER 1 TO AUGUST 31.
  - b. \$2 IAMOA SANCTION FEE. IAMOA SANCTION PERIOD IS FROM SEPTEMBER 1 TO AUGUST 31.
2. ANY PLAYER WHO DOES NOT PAY THEIR SANCTIONING FEES WILL HAVE THE FEES TAKEN OUT OF THEIR LEAGUE PAYOUT WITH A \$10 LATE FEE.

#### **FORFEITS**

1. ANY TEAM THAT SHOWS UP MORE THAN THIRTY MINUTES LATE FOR A MATCH MAY BE FORFEITED UNLESS PRIOR ARRANGEMENTS WITH THE OTHER TEAM CAPTAIN HAVE BEEN MADE TO START LATE.
2. ANY TEAM THAT DOES NOT SHOW A MATCH WILL AUTOMATICALLY FORFEIT THE MATCH. IF A TEAM DOES NOT SHOW FOR MORE THAN TWO MATCHES, THE TEAM WILL BE REMOVED FROM THE LEAGUE AND FORFEIT ALL MONIES.
3. ANY TEAM WHO CAUSES A FORFEIT WILL BE RESPONSIBLE FOR PAYING THE OPPOSING TEAMS LEAGUE FEES AND COST OF GAMES FOR THAT MATCH. THE LEAGUE FEES AND COST OF GAMES WILL BE DEDUCTED FROM THE FORFEITING TEAMS LEAGUE PAYOUT. IF BOTH TEAMS ARE EQUALLY RESPONSIBLE FOR THE FORFEITED MATCH, THEN THE TEAMS WILL SHARE IN THE EXPENSE OF THE FORFEIT.
4. ANY TEAM WHO FORFEITS OUT OF THE LEAGUE WILL NOT BE ALLOWED TO PARTICIPATE IN THE LEAGUE ENDING BANQUET.
5. ANY TEAM THAT FORFEITS OUT OF A LEAGUE WILL NOT BE ALLOWED TO PARTICIPATE IN A GAME TIME LEAGUE FOR ONE LEAGUE SESSIONS.
6. ALL PLAYERS, ON A TEAM WHO FORFEITS OUT OF A LEAGUE, WILL BE CONSIDERED TO BE NOT IN GOOD STANDING WITH GAME TIME.

### **TEAM REPLACEMENT**

1. IF A TEAM DROPS FROM A LEAGUE, GAME TIME WILL MAKE EVERY EFFORT TO REPLACE THE TEAM.
2. IF THE TEAM IS NOT REPLACED WITHIN 2 LEAGUE MATCHES, THE TEAM WILL BE REPLACED WITH A BYE IN THE SCHEDULE.
3. IF A TEAM DROPS FROM A LEAGUE AND THEY ARE NOT REPLACED, PAYOUTS WILL BE AFFECTED AND HAVE TO BE ADJUSTED TO ACCOUNT FOR THE LOSS OF LEAGUE DUES AND GAME REVENUE. PLEASE UNDERSTAND THIS IS NOT GAME TIME'S FAULT. IT IS THE FAULT OF THE PLAYER WHO CAUSES THESE CIRCUMSTANCES. GAME TIME WILL MAKE EVERY EFFORT TO MAINTAIN PAYOUTS.

### **GAME TIME RATINGS**

1. PLAYER RATINGS WILL BE DETERMINED USING THE PLAYERS MARK PER ROUND MPR TIMES 10 PLUS THEIR POINTS PER DART PPD (A 3.0 MPR AND 30 PPD PLAYER WOULD HAVE A RATING OF A 60).
2. PLAYERS WILL BE RATED AFTER EVERY LEAGUE SESSION. YOUR AVERAGE RATING FOR THE PAST 3 RATING PERIODS WILL BE USED TO DETERMINE YOUR RATING.
3. GAME TIME RESERVES THE RIGHT TO USE OTHER VENDOR OR TOURNAMENT STATS TO DETERMINE A PLAYERS RATING.
4. RATING CLASSIFICATIONS ARE AS FOLLOWS:
  - a. AA 70 OR HIGHER
  - b. A 63.00-69.99
  - c. B 49-62.99
  - d. C 34.50-48.99
  - e. NOVICE 34.49 AND BELOW
  - f. WOMEN'S MASTER 40 AND HIGHER
5. PLAYERS WHO DON'T HAVE ANY ESTABLISHED STATS OR KNOWN ABILITY WILL BE RATED BY A GAME TIME REPRESENTATIVE.

### **PLAYER ACHIEVMENT AWARDS**

1. ANY PLAYER WHO THROWS A 6 DART OR 10 DART OUT, WILL WIN A GAME TIME PLAYER ACHIEVMENT JERSEY. A SIX DART OUT, THE PLAYER STARTS AT 301 AND 501 FOR A 10 DART OUT.
2. PLAYER ACHIEVMENT JERSEYS WILL BE ORDERED TWO TIMES A YEAR. AFTER THE FALL LEAGUE SESSIONS AND AFTER THE WINTER/SPRING LEAGUE SESSION.
3. A PLAYER CAN WIN A PLAYER ACHIEVMENT JERSEY EVERY 2 YEARS.
4. IT IS THE PLAYERS RESPONSIBILITY TO NOTIFY GAME TIME OF A 6 OR 10 DART OUT.

### **MADA LEAGUES**

1. MADA LEAGUES ARE UNIQUE. YOU PLAY THESE LEAGUES TO QUALIFY FOR A LEAGUE ENDING FINALE/TOURNAMENT.
2. THE PRIZE POOL FOR THE LEAGUE ENDING TOURNAMENT IS DETERMINED BY THE NUMBER OF TEAMS WHO PLAY IN THE RESPECTED DIVISION.

3. MADA CONSIST OF SEVERAL VENDORS THROUGHOUT THE MIDWEST. YOU WILL BE COMPETING AGAINST PLAYERS FROM ALL OVER AT THE LEAGUE FINALES.
4. MADA LEAGUES RUN TWICE A YEAR. ONCE IN THE FALL AND ONCE IN THE WINTER/SPRING.
5. MADA LEAGUE DIVISIONS ARE DETERMINED BY A TEAM CAP AND AN INDIVIDUAL CAP. THESE CAP NUMBERS ARE POSTED BEFORE THE START OF EACH MADA LEAGUE SESSION. TEAMS MUST MEET CAP REQUIREMENTS FOR EACH DIVISION.
6. MADA LEAGUES COST \$20 PER PLAYER. \$7 GOES TOWARDS THE LEAGUE FINALE AND MADA SANCTION, \$5 TOWARDS GAME COST AND \$8 TOWARDS LEAGUE PAYOUTS.
7. MADA LEAGUES ARE A MINIMUM 14 WEEKS LONG. WE MAKE EVERY ATTEMPT TO HAVE 8 TEAMS IN EACH DIVISION. SOME LEAGUES REQUIRE US TO VARY FROM THIS.

**GAME TIME DART CHAMPIONSHIPS**

1. MUST PLAY A MINIMUM OF 150 LEAGUE GAMES.
2. MUST BE A PLAYER IN GOOD STANDINGS.
3. HELD YEARLY.
4. MALE AND FEMALE DARTER OF THE YEAR WILL BE AWARDED AT THIS TIME.

**LEAGUE PAYOUTS**

1. UNLESS OTHERWISE STATED ALL NON MADA DOUBLES LEAGUES WITH A LEAGUE COST OF \$15 PER PLAYER WILL PAYOUT AS FOLLOWS:

POSITION	6 TEAMS	7 TEAMS	8 TEAMS	9 TEAM	10 TEAMS
1		400	500	600	700
2		300	400	500	600
3		250	300	400	500
4		200	250	300	400
5/6		150	175	175	275
7/8		125	150	150	200
9/10				125	150

UNLESS OTHERWISE STATED ALL DOUBLES LEAGUES WITH A LEAGUE COST OF \$17 PER PLAYER WILL PAYOUT AS FOLLOWS

POSITION	10 TEAMS	12 TEAMS
1	1000	1500
2	700	1000
3	600	750
4	500	600
5/6	325	400
7/8	275	300
9/10	250	275
11/12		250

2. PAYOUTS WILL BE ADJUSTED IF A TEAM DROPS FROM THE LEAGUE. THE LEAGUE WILL PAYOUT BASED ON THE NUMBER OF TEAMS THAT COMPLETED THE ENTIRE LEAGUE. REMEMBER IF PAYOUTS CHANGE ITS BECAUSE OF PLAYERS, NOT GAME TIME.
3. MADA LEAGUE PAYOUTS ARE DIFFERENT AS PART OF THE LEAGUE MONEY GOES TOWARDS THE LEAGUE FINALE.

