

LEAGUE RULES

REVISED 8/1/2023

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 UNACCEPTABLE 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 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.

CAPTAIN RESPONSIBILITIES

1. TEAM CAPTAIN MUST COMPLETELY FILL OUT AND TURN IN ROSTERS.
2. TEAM CAPTAIN IS RESPONSIBLE FOR COLLECTING ALL TEAM FEES AND REGISTRATION FEES.
3. TEAM CAPTAIN IS RESPONSIBLE FOR SUBMITTING STATS FOR ALL TEAM MEMBERS ON THEIR TEAM. ALL STATS WILL BE APPROVED BY GAME TIME.
4. TEAM CAPTAIN IS RESPONSIBLE FOR ANY RESCHEDULING AND PROPERLY COMMUNICATING WITH THE OPPOSING TEAM CAPTAIN AND GAME TIME.
5. TEAM CAPTAIN IS TO BE PRESENT FOR ANY NECESSARY CAPTAIN 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, INCLUDING SUBS. ALL TEAM/PLAYER CHANGES MUST BE APPROVED BY GAME TIME.

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 AVAILABLE ON THE GAME TIME WEBSITE WWW.INDYGAMETIME.COM.
2. ANY MATCHES THAT MUST BE RESCHEDULED MUST BE DONE BY THE MUTUAL CONSENT OF BOTH TEAM CAPTAINS. THE 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 4 PM THE DAY OF THE MATCH (WEEKEND MATCHES ARE TO BE CALLED IN BY 4PM FRIDAY) 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 EXTENUATING CIRCUMSTANCES THE TEAM CAPTAIN MAY CALL THE OTHER TEAM CAPTAIN BEFORE THE START OF THE MATCH TO **RECEIVE A 30 MINUTE 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 REGULAR 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 REGULAR PLAYERS AND SUBS ARE ELIGIBLE TO PARTICIPATE 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 DISAPPROVE TEAM MEMBERS AT ANY TIME.**
9. **A SUB OR PLAYER REPLACEMENT, CANNOT HAVE A RATING GREATER THAN 7% OF THE PLAYER THEY ARE SUBBING/REPLACING FOR, MUST FIT THE INDIVIDUAL CAP AND THE TEAM MUST FIT THE TEAM CAP.**

10. GAME TIME WILL NOTIFY TEAMS OF ANY APPROVED SUBS PRIOR TO A MATCH. A TEAM CAN ELECT NOT TO PLAY A MATCH WITH A SUB BUT MUST HAVE THE MATCH COMPLETED WITHIN THE 2 WEEK MAKE-UP TIME PERIOD.

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 THE 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. MONEY WILL NOT BE REFUNDED FOR USER MISTAKES.

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. \$10 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 MONEY.

3. ANY TEAM WHO CAUSES A FORFEIT WILL BE RESPONSIBLE FOR PAYING THEIR TEAM'S AND 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 AND WILL FORFEIT ALL MONEY WON.
5. ANY TEAM THAT FORFEITS OUT OF A LEAGUE WILL NOT BE ALLOWED TO PARTICIPATE IN A GAME TIME LEAGUE FOR A PERIOD OF 6 MONTHS.
6. ALL PLAYERS, ON A TEAM WHO FORFEITS OUT OF A LEAGUE, WILL BE CONSIDERED TO BE NOT IN GOOD STANDING WITH GAME TIME. THIS MEANS YOU WILL NOT BE ALLOWED TO PARTICPATE IN ANY GAME TIME LEAGUES, EVENTS OR TOURNAMENTS.

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.

AMUSEMENTS

GAME TIME RATINGS

1. PLAYER RATINGS WILL BE DETERMINED USING A 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). GAME TIME MAY USE LEAGUE STATS, TOURNAMENT STATS, FRENZY STATS, OR OTHER VENDOR STATS TO DETERMINE A PLAYERS RATING.
2. PLAYERS WILL BE RATED EVERY JANUARY AND JULY. A PLAYERS RATING MAY BE ADJUSTED AT ANYTIME.
3. RATING CLASSIFICATIONS ARE AS FOLLOWS:
 - a. AA 70 OR HIGHER
 - b. A 63.00-69.99
 - c. BB 55-62.99
 - d. B 49-54.99
 - e. CC 43-48.99
 - f. C 34.5-42.99
 - g. NOVICE 34.49 AND BELOW
 - h. WOMEN'S MASTER 40 AND HIGHER
4. PLAYERS WHO DON'T HAVE ANY ESTABLISHED STATS OR KNOWN ABILITY WILL BE RATED BY A GAME TIME REPRESENTATIVE.

PLAYER ACHIEVEMENT AWARDS

1. ANY PLAYER WHO THROWS A 6 DART OR 10 DART OUT, WILL WIN A GAME TIME PLAYER ACHIEVEMENT JERSEY. A SIX DART OUT, THE PLAYER STARTS AT 301 AND 501 FOR A 10 DART OUT.
2. PLAYER ACHIEVEMENT 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.

GAME TIME DART CHAMPIONSHIPS

1. MUST PLAY A MINIMUM OF 150 LEAGUE GAMES FROM AUGUST 1 TO JULY 31.
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 DOUBLES AND TRIOS LEAGUES WITH A LEAGUE COST OF \$15 PER PLAYER WILL PAYOUT AS FOLLOWS:

Doubles	6 teams	7 teams	8 teams	9 teams	10 teams	11 teams	12 teams	13 teams	14 teams	15 teams	16 teams
1	300	400	500	600	700	900	1000	1050	1100	1150	1200
2	200	300	400	500	600	700	800	850	950	1000	1100
3	150	250	300	400	500	600	700	750	850	900	1000
4	125	200	250	300	400	500	600	650	750	800	900
5	100	175	225	250	325	400	500	550	650	700	800
6	75	150	200	225	300	300	400	450	550	600	700
7		125	150	200	250	275	300	350	450	500	600
8			125	175	225	250	275	325	350	400	500
9				150	200	225	250	300	325	375	400
10					175	200	225	275	300	350	375
11						175	200	250	275	325	350
12							175	225	250	300	325
13								200	225	275	300
14									200	250	275
15										225	250
16											225
	950	1600	2150	2800	3675	4525	5425	6225	7225	8150	9300

Trios	6 teams	7 teams	8 teams	9 teams	10 teams	11 teams	12 teams	13 teams	14 teams	15 teams	16 teams
1	450	600	750	900	1050	1350	1500	1575	1650	1725	1800
2	300	450	600	750	900	1050	1200	1275	1425	1500	1650
3	225	375	450	600	750	900	1050	1125	1275	1350	1500
4	175	300	375	450	600	750	900	975	1125	1200	1350
5	150	275	337.5	375	500	600	750	825	975	1050	1200
6	125	225	300	325	450	450	600	675	825	900	1050
7		175	225	300	375	400	450	525	675	750	900
8			187.5	275	325	375	400	475	525	600	750
9				250	300	325	375	450	475	550	600
10					250	300	325	400	450	525	550
11						250	300	375	400	475	525
12							250	325	375	450	475
13								300	325	400	450
14									300	375	400
15										325	375
16											325
	1425	2400	3225	4225	5500	6750	8100	9300	10800	12175	13900

2. PAYOUTS WILL BE ADJUSTED IF A TEAM DROPS FROM THE LEAGUE. THE LEAGUE WILL PAYOUT BASED ON THE NUMBER OF TEAMS THAT COMPLETE THE ENTIRE LEAGUE. REMEMBER IF PAYOUTS CHANGE ITS BECAUSE OF PLAYERS, NOT GAME TIME.

AMUSEMENTS