

# 2014-15 OVLS Rule Book

*This rule booklet is prepared for use by leagues and persons affiliated with Ohio Vending administered Electronic Dart Leagues. All directives and rulings are in compliance with the National Dart Association.*

## Team and Player

1. 4 Person League Play Teams: will have a minimum of four (4) permanent players. A maximum of three (3) substitutes are allowed on the team roster.
2. 2 Person League Play Teams: will have a minimum of two (2) permanent players. A maximum of two (2) substitutes are allowed on the team roster.
3. All player names and contact numbers must be submitted before the league can begin. Completed team rosters must be submitted not later than 4PM **August 25, 2014**, with complete names, mailing addresses, telephone numbers and email addresses.
4. Substitute players can not be added once the schedules have been printed without the approval of the League Office. Once a player is removed from the roster they can not be reinstated. Examples for approval include but not limited to: Work schedule, Illness, Death.
5. All players competing more than four (4) weeks of league play will be sanctioned by the National Dart Association, and the player will bear the cost of such fee. Sanction fees can be mailed or hand delivered to the League Office. If you are a NDA Member sanctioned through another league, it is YOUR responsibility to notify the OVLS League Office.
6. Playoff Eligibility: All Players must be NDA sanctioned and have played at least 96 games with the team they are shooting playoffs with.
7. This is an open league. All men and women over the age of 21 are encouraged to play.
8. A player may be transferred to another team with the permission of the both team captain's and the league office. Player transfers may only occur during the first six weeks of play.
9. All teams will be placed into divisions at the start of the season based on the players on each team roster and will stay in that division throughout the entire season.
  - Four (4) person teams will be placed in divisions using the top 4 ranked players on their team.
  - Two (2) person teams will be placed in divisions using the top 2 ranked players on their team.
10. A team captain may request positive I.D. from an opposing player that may be in question of eligibility. Failure to provide proof of I.D. may render that player ineligible for match play.

## Byes and Forfeits

1. All byes and forfeits must be paid by the next scheduled league match. The reasoning for paying for byes is that all teams pay the same amount. Contact the league office if this is in question. Follow the paying for forfeits instructions to pay for a bye. Failure to do so could result in loss of wins.
2. Paying for byes and forfeits: On the Galaxy II machine, go to the play league menu>Select your league night>then select your team>pay your dues>when selecting the visiting team, select your team name again. The machine will then ask you if this is a forfeit. Answer yes and the forfeit is complete.
3. Any team that **"No-shows"** or **"Forfeits"** during the last 2 weeks of the season, will be dropped from the schedule, removed from the playoffs, have their scores deleted, and forfeit any potential prize monies.

4. Any team that doesn't show up for any 2 matches in a row or any 3 matches during the regular season without reasonable cause will be dropped for the schedule and forfeit any potential prize monies.

### **Scheduling**

1. All league schedules are computer generated and every attempt will be made to equalize the teams schedule so that 50% are home and 50% are away. This may not be possible due to the numbers of teams and boards at the establishment the team is based out of. Also teams may not be at their "Home" establishment every other week based on scheduling conflicts to equalize board time based on numbers of teams and boards there.

2. Sunday Doubles begin at 6pm. Monday and Wednesday Team begins at 7:30pm. There will be 15 (fifteen) minute grace period for teams to show for play. This may be extended if both team captains agree.

3. All team captains **Must** have their current valid phone number listed with the league office incase a captain from an opposing team needs to contact them for a Re-scheduling of a match.

4. **Re-scheduling of Matches:** If it is necessary to re-schedule a match, **you must contact the opposing team captain no later than 4 hours prior to the scheduled start time or the team does not have to reschedule and a forfeit will be awarded**, a date must be agreed upon within 24 hours of the original match, and said match must be played within 14 days of the original match. **The match must be played at the location it was originally scheduled at.** The league office must be notified immediately of the re-scheduled matches time and date. If both team captains cannot agree upon a make-up date, the league director will select on for both teams. If neither team notifies the league office, a 0-0 score will be entered with the league fees still owed and NO re-schedule date afforded to either team. Teams may not play a double header on their next scheduled match.

5. If a team refuses to re-schedule a match, the league office must be notified immediately through the phone numbers provided. The league office must be contacted to determine if the need to re-schedule is a bona fide reason or not, lack of one or two players is not a good reason. Once a determination to re-schedule has been made, the league office will either direct teams on when and where to play, or contact the opposing team to re-schedule another date.

6. Team Captain's may decide between them to re-schedule a match due to inclement weather but the league office must be notified immediately of that decision. All matches called because of inclement weather must be made up within 14 days.

### **Protests**

1. This booklet is intended to resolve problems during the course of league play. If the problem cannot be resolved with the help of this booklet or between team captains a protest can be filed with the league office.

2. All protests must be submitted immediately after the completion of the protested match. They may be handwritten and mailed or hand delivered to the League Office, with the \$50.00 protest fee included. The protest fees will be refunded to the protesting team if judgment is found to be in the teams favor, if the judgment goes against the protesting team the fees will be placed in the leagues general fund.

3. Prior to any protests being filed with the league office both team captains should calmly and intelligently discuss the issue privately and try and come up with a rational agreement between themselves. Any team captain that does not afford the other team captain the opportunity for rational discussion of the problem will lose any protest filed against them.

### **League Dues**

1. League dues are required to be paid each night of league play. League dues must be paid directly into the dart machine when instructed. **The league dues for the 2014-2015 LCEDL seasons are \$11 plus quarters.**

2. Failure to completely pay the team league dues will result in a forfeit.

3. All teams/players will receive monies and/or awards and/or trips at the conclusion of each season.
4. Quarters used for match play are not refundable in any form.
5. Checks bounced to OVLS will be assessed a fee of \$40.00 for the first check bounced, then any check thereafter will be assessed a fee of \$50.00.
6. All teams must be current on all league fees and dues at the league office by the end of business prior to that team playing their last regular season match on that day. Any team failing to make good on all past dues and fees will not be allowed to play in the playoffs and will be removed from playoffs and may forfeit prizes and/or monies.

### **Performance Statistics**

1. Team and Player performance statistics will be formulated and posted on the OVLS website as soon as available.
2. Points per dart (PPD) and/or Marks per round (MPR) will be used to determine divisional placement and handicapping. Sspre may also be used. This method is applied to league play and/or playoffs only.
3. Teams will be placed in a division according to combined PPD/MPR per section of Teams and Players section of this booklet.
4. Weekly stats will be available:
  - Directly on the New Galaxy II Dart Machines (Listed under League Menu)
  - Online form via the OVLS league website ([www.ovls.com](http://www.ovls.com))

### **Handicapping**

1. A Players handicap will be developed using a players PPD and MPR and will follow the set-up provided by the NDA and/or board manufacture.
2. The league office reserves the right to adjust divisions prior to the start of the playoffs.
3. The league office reserves the right to set a players required PPD/ MPR prior to the playoffs beginning. This may be based on, but not limited to, three prior years of Team Dart Vegas stats or prior years of soft tip league stats. The highest of these stats may be used at the discretion of the league office.
4. All new male and female players will start as a 0.0 PPD and 0.0 MPR, unless they can provide paper stats from another league.

### **Freeze-out Rule**

1. The freeze-out rule is interpreted as: Shooter A cannot take a game out if their partner, Player C's score is higher then the combined total of Players B and D.

Player A	96	Player B	115
Player C	258	Player D	110

Player C's Total is 258

Players B & D's Total 225 Since the total of 225 for players' B&D is less that 258 for player C, player A is Frozen.

2. The freeze-out rule applies for all '01 games.
3. If a player takes a game out while "Frozen" that team forfeits that game.
4. It is the player responsibility to know if they are frozen. Even if the machine does not display that they are frozen.

## **Manipulations/Cheating**

1. The league director reserves the right to replace a team's captain for any of the following reasons:

- Schedule manipulations or any form of cheating
- Unsportsmanlike conduct
- Tampering, abuse or destruction of league equipment
- Providing an unfriendly atmosphere to opposing teams/players
- Failing to follow any/all league rules

The league office reserves the right to expel/penalize a player/captain/team for violations in these areas. Expulsion or deletion of team results in that team forfeiting any prizes due to said team from the league at the end of the season.

2. Sandbagging: is the act of purposely throwing a mediocre scoring to in effect lower ones PPD/MPR for the purpose of gaining an unfair advantage against ones opponent is considered sandbagging as well as cheating. 1<sup>st</sup> offence will result in that player/team receiving a written warning from the league office, 2<sup>nd</sup> offence will result in removal from league play.

3. If you suspect that someone is sandbagging, notify your team captain immediately. The captain must make notification to the opposing team captain that they believe a player is sandbagging. If the infraction continues, the team captain must make written notification to the league office via an official complaint form and no protest fee is required.

4. Point pounding: However many points you may feel you may need to win a game of Cricket is up to the individual player (s). Though it is not illegal, excessive point pounding is in bad taste and highly frowned upon.

5. The league office will review all complaints of cheating in any form to determine their validity. One or more of the following reprimands may be applied based on the seriousness of the violation that has occurred. The league office has the right in invoke any one of the following punishments for cheating.

- Revoke a player's handicap status for a time period. Meaning said player may have to shoot with the highest player's handicap playing that night for any match night for a set time period.
- Deny league play for a time period. (Night, week, month, etc.)
- Expel player from play for a season
- Lifetime banishment from league play
- Revocation of NDA Sanctioning

## **Coaching**

*Only Teammates may coach one another anytime during a match. It is a Foul to coach a player from another team. See Fouls Issue 1. for clarification.*

## **Shooting a Blind**

1. A team may choose to play short 1 player on a league night and shoot with 1 blind.

2. The blind's handicap will need to be entered when the team set up is being done. Blind Handicap will be 0.0 PPD and 0.0 MPR.

3. In 501, the blind gets 150 points in the first round then 25 in the second round. In 701, the blind gets 150 in the first round then 50 in the second.

4. In cricket, the blind will start out with the highest MPR for that game and will receive 1-18 mark, 1-17 mark and 2-15 marks during the first round only.

5. A blind may only be used during the regular season. During playoffs NDA rules are used and therefore no marks are awarded.

## **General League Rules**

1. The throw line (Oche) is to be set with the front edge (closest to the machine) Exactly 8 feet (96 inches) from the alignment mark on the bottom side of the respective dart machine.
2. All players must throw from behind the front edge of the throw line (Oche). Players may lean over the line, but must stand with both feet behind the front edge of the line.
3. Each player has a maximum of three (3) darts to throw per turn. Players have the option of throwing some, all, or passing on their darts in a round.
4. Any dart thrown counts as a thrown dart, whether or not it is registered by the machine. A throw counts if it hit's the board and bounces out, or misses the board completely. A player may not throw any darts over again once it has been thrown once in that round.
5. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's number is indicated.
6. Once a regular season game has begun those players involved may not throw practice darts on any other board.
7. Per the NDA Tournament Rules: Once a playoff match has begun no players may throw warm up/practice darts.

## **Scoring**

1. The dart machine automatically scores all darts thrown. The dart does not have to stick in the board for the dart to score.
2. The score registered by the dart machine will be the score the player will receive. The machine's score is accepted as always being correct. If both captains agree they can use the back up feature to correct a miss scored dart. Again **both** captains must agree.
3. A thrown dart that does not register a score will not receive a score (example: a dart that was thrown before the "Throw darts" signal was lit). A player may not manually score that dart. If both captains agree they can use the back up feature to correct a miss scored dart. Again **both** captains must agree.
4. The only exception to the "Last Dart-Winning Dart" will be that it meets the following criteria:
  - A. The "Last Dart-Winning Dart" must stick.
  - B. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score or scores incorrectly, the player/team will be credited with the win in that game.
5. If a dart "Jams" or Stuck dart" is displayed on the dart machine, play will cease and the opposing captain will pull the "Last Dart Thrown". This should clear the jam/stuck dart and play will resume.

## **Fouls**

The following points constitute fouls - the commission of a foul may lead to: loss of turn, loss of game, loss of match, expulsion from league.

1. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
2. The player shooting may not leave the throw line after a dart has been thrown. Any player leaving the throw line after a dart has been thrown has committed a foul and forfeits any remaining darts in that turn. Use good judgment on this there may be acceptable reasons for leaving the throw line by a player.

3. Intentionally stalling constitutes a foul. No more than one (1) minute may elapse between shooters and no more five (5) minutes between games. Use your good judgment on this matter people may need to use the restroom, get a drink, Etc. The team captain must issue a warning to the opposing team captain on the first occurrence, after the warning any further tardiness will result in a team's player being passed by until they return for play.
4. If a player reaches zero (0) in the same round a foul is committed the player/team forfeits that game.
5. It is each player's responsibility to ensure that the machine is displaying the correct players number/position prior to throwing any darts. Play is to stop immediately when the infraction is noticed!!
6. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result in the loss of the game for the offending team committing the action.
7. Abuse of Equipment, poor sportsmanship, or unethical conduct as judged by the league director or a tournament official may constitute a foul.
8. Any player/team that commits three (3) fouls will forfeit that match.
9. Any player found to be using overweight darts (over 18 grams) or otherwise illegal darts (over 8" in length) shall cause that team to forfeit all games in the match that player has played. The match will continue with all players using legal darts. Any protests about weight of darts must be made before the completion of the 3<sup>rd</sup> game, and will not be allowed once the match has been concluded.
10. Disregard of any rules may constitute a foul.
11. Any and all protest must be made know to your opponent's team captain at the time of the infractions. Protests that are made after the completion of play are invalid and will not be heard.
12. All decisions by the league office are Final.
13. Any player who is suspended or banned from Ohio Vending League Systems or any other League will not be allowed to compete in this league or any National Dart Association tournaments.
14. If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the start of the next game, the preceding game will stand.
15. If the player throws while the machine is displaying an opponent's number, it constitutes a foul.
16. If the player has thrown fewer than three darts, the machine is advanced to his correct position by use of the "Player Change" button, and the player is allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
17. If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed his turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
18. If a player throws out of turn and ends the game on that turn, his team loses that game.  
If a player throws when the machine is displaying the number of that player's partner, it constitutes a foul.

19. If the player has thrown all three darts, his turn is completed. The machine is then advanced to the correct player position and then play resumes, except that both players from the offending team lose his next turn.

20. If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and he is allowed to throw the remainder of his three darts. The machine is then advanced to the correct player position and then play resumes, except that both players from the offending team lose his next turn.

### **FIGHTING**

**FIGHTING BEFORE, DURING, OR AFTER LEAGUE WILL NOT BE TOLERATED. THE LEAGUE OFFICE WILL REVIEW ANY FIGHTING EITHER VERBAL OR PHYSICAL AND ISSUE A RULING ON EACH SITUATION BROUGHT BEFORE THEM. PENALTYS WILL RANGE FROM STRICT PROBATION TO EXPLUSION FROM LEAGUES. THE DECESION OF THE LEAGUE OFFICE IS FINAL.**

### **Vegas Playoffs**

**The League Office reserves the right to make adjustments to rosters due to extenuating circumstances. All decisions of the league office are final.**

**We encourage everyone to have supporters in the audience, but remember they are your responsibility. If one of your guests gets out of line and needs to be removed, you and your team will be penalized. Teams caught cheating i.e. paying another team to throw a match; allowing un-rostered players to compete or any rule infraction listed in the FOULS section the penalty will range from a loss of 1 game to expulsion from the playoffs.**

Since we do not have a referee for each match they can only make rulings during the playoff finals weekend.

### **League Statement**

It is the intent of this league to provide a fun, yet competitive environment for the promotion of the sport of Electronic Darts. The rules and guidelines expressed are just that and should not be used with unsportsmanlike intent. Inevitably, situations will arise with no clear answer provided in this text. Those situations will be dealt with by the Ohio Vending league office. If you feel that something has been overlooked or needs to be updated or addressed then please contact the league office so that it may be given further consideration and review.

### **Ohio Vending League System**

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### **League contacts**

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