**2017-18 SCEDL Rule Book**

This rule book is prepared for used by leagues and persons affiliated with Ohio Vending Administered Electronic Dart League. All directives and rulings are in compliance with theNational Dart Association.

**Team and Players**

1. 4 person teams will have 4 regular players you can carry 4 subs.
2. All players names and contact numbers must be submitted before league begins
3. Substitute players cannot be added once the schedule has been printed without the approval of the League Office (440-366-9529 ext 211 or 210). The office must be called before 4pm on league night or the player will be dean an illegal player.
4. All players competing more than 4 weeks of league play will be sanctioned by the National Dart Association. Sanction fee is $10.00 per player. If you are a NDA Member sanctioned through another league, it is you responsibility to notify the league office.
5. This is an open league. All men and women over the age of 21 are encouraged to play.
6. A team captain may request positive ID from opposing players that may be in question of eligibility. Failure to provide proof of ID may render that player ineligible for match play.
7. No new subs other than the ones on you roster will be able to play the last 4 weeks of the season. No new subs will allowed to play in the playoffs.
8. All teams will be placed into division at the start of the season based on the players on the roster. This will be based on the top 4 players.

OCMA State Tournament eligibility is 50 games (35 have to be 01). NDA International Dart Tournament you will need 96 games.

**Byes and Forfeits**

1. All byes and forfeits must be paid by the next scheduled league match. The reason for paying for byes is that all teams pay the same amount. Contact the league office if you have a question on this. Follow the forfeit instruction for paying for a bye. Failure to do so could result in a loss of wins.
2. Paying for a bye or forfeit, go to the play league menu>select your league night>then select your team>pay the league dues only not the quarters>when selecting visiting team select you team again>the machine will ask if this is a forfeit select yes and the forfeit will be complete.
3. Any team that is a NO Show or Forfeits during the last 2 week of the season, will be dropped, removing them from the playoffs and forfeits any potential prize money.
4. Any team that doesn’t show up for 2 matches in a row or any 3 matches during the season without reasonable cause will be dropped and forfeit any potential prize money.

**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 start time of the match. A makeup date must be agreed upon within 24 hours and match must be played within 14 day of the original match date. The match must be played at the original location the match was set for. League must be notified of any re-schedule matches. If teams cannot agree upon a makeup date the league will set one.

**League Dues**

1. League dues are required to be paid each night of league play. League dues must be paid into the dart machine when instructed.
2. Failure to completely pay will result in a forfeit.
3. All teams/players will receive monies at the conclusion of each season.
4. Quarters used for match play are not refundable in any form.
5. Team will pay an extra $1.00 per player per week this will go into a fund to help pay for the Banquet at the end of the season.

**Performance Statistics**

1. Team and Player performance statistic will be formulated and posted on the OVLS website as soon as available.
2. Point per dart (PPD) and marks per round (MPR) will be used to determine divisions and handicapping.
3. Weekly stats will be available: directly on the dart board (listed under league menu) and online at ovls.com

**Handicapping**

1. A player’s handicap will be developed using a player’s PPD and MPR and will follow the set-up provided by the NDA and board manufacture.
2. The player’s board reserves the right to adjust divisions prior to the start of playoffs.
3. The player’s board reserves the right to set a player required PPD/MPR prior to the playoffs beginning. This may be based on, but not limited to, prior years of play. The highest of these may be used at the discretion of the league office.
4. All new males player will come in as 22.0 PPD and 2.2 MPR, a female will come in as 19.0 PPD and 1.9 MPR.

**Freeze-out Rule**

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

Player A 96 Player B 115

Player c 258 Player D 110

Player C’s total is 258

Player B and D’s total 225. Since the total of 225 for player’s B & D is less than

258 for player C, player A is frozen.

1. The freeze-out rules applies for all 01 games.
2. If a team takes out a game while frozen that team forfeits that game.
3. It is the player’s responsibility to know if they are frozen, Even if the machine does not display that they are frozen.

**Manipulations/Cheating**

1. The player’s board reserves the right to replace a team’s captain for any of the following reasons:

* Schedule manipulation 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 player’s board 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 prize due to said team.

1. Sandbagging: is the act of purposely throwing a mediocre scoring to in effect lower ones PPD/MRR for the purpose of gaining an unfair advantage against ones opponent is considered sandbagging. 1st offence will result in that player/team receiving a written warning from the league office, 2nd offence will result in removal from the league play.
2. If you suspect that someone is sandbagging, notify you 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 a written notification to the player’s board.
3. Point pounding: However many points you may feel you may need to win a game of cricket is up to the individual player. Thought it is not illegal, excessive point pounding is in bad taste and highly frowned upon.The player’s board 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 occurred. The player’s board has the right to invoke any one of the following punishments for cheating.

* Revoke a player’s handicap status for a time period. Meaning said may have to shoot with the highest player’s handicap that 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 Sanction

**Coaching**

Only teammates may coach one another anytime during a match

**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 setting up the league. 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 2nd round. In 701, the blind gets 150 points the 1st round and then in the 2nd round he gets 50 points.
4. In cricket, the blind gets 1-18 mark, 1-17 mark and 2-15 marks during the first round.

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

**General Leagues Rules**

1. The throw line (oche) is to be set 8 feet 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. Players may lean over line, but must stand with both feet behind the front edge of the line
3. Each player has a maximum of 3 darts to throw per turn. Players have the option of throwing 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 hits the board and bounces out, or misses the board completely. A player may not throw any dart over again once it has been thrown once in a round.
5. Darts must be thrown only when machine instructs to “Throw Darts” and proper play’s number in 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 darts.
8. If there is a dart board problem the bar must contact the service line for Ohio Vending.
9. If there is a dispute and you need the board to make a decision you may call the members. If one or more is not available continue to move down the list.

**Scoring**

1. The dart machine automatically scores all darts thrown. The dart does have to stick for the board to score it.
2. The score registered by the board will be the score a player receives. Unless said dart is stuck in a segment of a different score. Then the backup featured may be used to correct the score. This may only be done if the dart sticks in the board. Bounce outs darts will not be counted.
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 backup 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:
5. The Last Dart-Winning Dart must stick
6. The machine was displaying the “Throw Dart “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.
7. If a dart “jams or stuck dart” is displayed on the dart machine, play will cease ant 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 in 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 thrown line after a dart is 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 lone by a player.
3. Intentionally stalling constitutes a foul. No more than one minute may elapse between shooters and no more than five minutes between games. Use good judgment on this matter people may need to use the restroom. The team captain must issues a warning to the opposing team captain on the first occurrence, after the warning any further tardiness will result in a team’s players being passed by until they return for play.
4. If a player reaches zero 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 player’s numbers/position prior to throwing any darts. Play is to stop immediately when the infraction is noticed.
6. Any machine reset, tilt or board malfunction due to intentional (board abuse) or non-intentional player action will result in loss of that game for the team committing the action.
7. Abuse of equipment, poor sportsmanship or unethical conduct as judged by the players or a tournament official may constitute a foul.
8. Any players/team that commits three fouls will forfeit that match.
9. Any player found to be using overweight darts (over 20 grams) or otherwise illegal (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 protest about weight of darts must be made before the completion of the 3rd 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 infraction.
12. All decisions by the Players Board are final.
13. Any player who is suspended or banned from Ohio Vending League or any other League will not be allowed to compete in this league or any National Dart Association tournament.
14. If a game starts and ends in the same order, the games 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.

If the player throws while the machine is displaying an opponent’s number, it constitutes a foul.

1. 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.
2. 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 proceed normally.

If a player thrown out of turns 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.

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

FIGHTING

Fighting before, during or after a League match will not be tolerated. The Players Board will review any fighting either verbal or physical and issue a ruling on each situation brought before them. The penalty will range from strict probation to expulsion from the league. The decision of the player’s board is final.

Any player banded from a location will need to have a sub to play.

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 express are just that and should not be used with unsportsmanlike intent.

Inevitably, situation will arise with no clear answer provided in this text. Those situations will be dealt with by the Player’s Board. If you feel that something has been overlooked or needs to be updated or addressed then contact the Player’s Board so that it may be given further consideration and review.

OHIO VENDING LEAGUE SYATEM

1-400-366-9529 RANDY EXT 211 TERESA EXT 210