



J & S Electronics Dart League Rules



08063 CR 33 Wapakoneta, OH 45895

1-800-686-1641

Ext 3 for leagues Ext 1 for service



BOARDS:

1. Any technical issues please contact our Service Department at 1-800-686-1641.
 - a. They will need to know the location you are at, a contact phone number, problem with board and that you are starting league play.
 - b. During league play, the boards are always considered right. The exception to this is if BOTH captains agree to back up and enter the correct information. We need to be made aware so we can verify the game on our end.

SPORTSMANSHIP:

1. Captains will be responsible for the conduct of their players.
 - a. Players will be respectful to equipment, players and other patrons of the establishment.
 - b. Any damage to boards due to player's actions, will be the responsibility of the player or players that are at fault. If there is no "at fault" admissions, the teams playing on that board will split the cost of repairs and/or replacement.

CANCELED AND/OR MAKE-UP GAMES:

1. The Canceling team **MUST** notify other team **AND** League Representative 24 hours prior to time of play.
2. League Representative will notify J & S Electronics League Department of matches that have been canceled on next business day.
3. All canceled games are due to be made up no later than 48 hours prior to the last night of league. Any matches not completed will result in both teams receiving zeros. In the case of leagues with position rounds, all games scheduled before the position round must be completed no later than 2 business days prior to the scheduled position round. Even with this new policy, we do still encourage all teams to reschedule their matches as quickly as possible. (Please keep the League Department informed of these.)
4. Makeup games **MUST** be made up at the location of the original match that was scheduled.
5. J&S Electronics will not call matches on a league night due to inclement weather. This will be determined between team captain's, the make up match must be played at the original home establishment.

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.
2. There will be **fifteen(15) minutes** grace period in real time for teams to show for play. This may be extended **IF** both team captains agree. If team is not there after the 15 minutes and has not called or texted, enter league play and enter your team as the home whether you are or not. Then put your team as the away team. The machine will ask you if this is a forfeit? Answer yes. The Forfeit is then entered. Teams will still be required to enter league fees at the boards.
3. 2 weeks in a row of **NO CALL NO SHOW**, team will become a BYE/DROPOUT in the league. J & S reserves the right to review each player's eligibility for the possibility of remaining in the league as a sub or on another team. The money will become property of the league and distributed as such.
4. Locations with traveling leagues may only have 2 teams per board per night. League play **MUST** be on a dart board property of J&S Electronics.
5. Locations with Remote Dart Leagues may only have 1 team per board per night.

LEAGUE DUES:

1. League dues are required to be paid each night of league play. League fees are \$7 plus quarters(standard league), \$8 (NADO) plus quarters. 13 game formats for 4-person teams, 13 game formats for Doubles and Trips leagues.

All league fees are now prepay at the boards prior to the match starting.

Please make contact with the other team prior to starting your match to ensure they are ready, and teams have the correct schedule. There will be no refunds at the boards. There will no longer be collection envelopes for the teams.

2. All teams/players will receive monies and/or awards at the end of each season. If you quit the league **AT ANY POINT**, you will **NOT** receive any money back. The money will become property of the league and distributed as such.
3. Quarters used for match play are not refundable in any form.
4. Checks bounced to J&S Electronics will be assessed a fee of \$40 for the first check bounced (no checks until this one has been taken care of), then any check after bounced will be assessed a fee of \$50. After 2 bounced checks, J&S will no longer accept checks from player.

TOURNAMENT QUALIFICATIONS:

1. **ALL PLAYERS** need to have the correct number of games played per tournament qualifications. You may be asked to present your picture identification or your NDA card at State or NDA sponsored tournaments.
2. Ohio State Dart Tournament requires that you have played a minimum of 70 games of league play (45 of these games **MUST** be "01" in an open in – open out 50pt bull). **MUST** have played 9 separate weeks of league play. Games must be played on J&S Electronics owned boards during approved league season. More details on events and any other qualifications will be sent out sometime in January along with online sign-ups for this tournament.
3. Indiana State Dart Tournament requires that you have played 96 games of league play. **MUST** have played 10 separate weeks of league play by Jan-Dec. If you sub, you must play a minimum of 4 weeks in any league of at least 10 weeks. Games must be played on J&S Electronics owned boards during approved league season. All players must be NDA and IAMOA Sanctioned. More details will be sent out along with online sign-ups for this tournament
4. Fall Dart Classic – Must have 96 games in operator league through which you're entering. (48 '01) May not play with someone from another charter unless you both have qualifying weeks with both operators.
5. J&S Electronics Appreciation Tournament (1st weekend in December) **MUST** have played 7 weeks of league play from May 1st through tournament deadline in current year. Tournament is held at J&S Office. More details will be sent out in November along with online sign ups for this tournament.
6. NADO Finale (June/July) **MUST** have played 96 games in any NADO qualified J&S league AND have 75 NADO points from any J&S Qualifying league to play the J&S Local Finale. (National qualifications can combine leagues games/points for 101) Games/points must be earned between July 1 and June 30. More details will be sent out in spring along with online sign-ups for this tournament.
7. NDA – Vegas (April) requires 96 games played in league format. More information will be sent out in February.

PLAYER RULES:

1. If a player is (in your league) on another team's roster sheet as a regular player, they **CAN NOT** sub for you. If they do, all games they were in will be lost.
2. Any new players that do not have an average, will use 22.00 for men and 16.00 for women, until they have established an average after 1 week of play. Cricket average will be established in the 1st week of play. (exceptions are new players with known ability. We reserve the right to adjust as necessary.)
3. If a roster needs to be changed, the captain will need to call J & S League Department at 1-800-686-1641 Ext 3 during business hours (9am – 4:30pm Monday – Friday). **THIS WILL NOT BE DONE OUTSIDE OF BUSINESS HOURS!**
4. Players may not play under another person's name during league matches. Those found doing so will forfeit all games for the match.
5. All original players will be sanctioned by the National Dart Association and IAMOA. All Subs will be sanctioned after 1 week of play.
Their sanction fee will be charged to the first team they sub for after August 31st of each year.
If you are sanctioned by another operator, it is **YOUR** responsibility to notify J & S Electronics.

PLAYING FOR MORE THAN ONE OPERATOR:

1. Games, weeks and/or stats cannot be combined between multiple operator's leagues for qualifying for any tournament.
2. Games, weeks and/or stats from another operator **WILL NOT** be used for anything J&S sponsored event.
3. If a player plays for more than one operator and has a known ability, J&S Electronics' board/committee reserves the right to contact the other operator(s) and determine an average for tournament purposes.

SUBS:

1. Subs are open sub list. Even if you are on another team roster as a sub(not a regular), you may sub for any team.
2. If the sub does not have an average, they will use the base averages of 22.00 for men and 16.00 for women. Cricket average 2.0 for men and 1.5 for women. (Subject to specific league rules)
3. Subs cannot be a regular player or be listed on a different team roster in the league he/she is subbing in.
4. Full names must be used when entering a sub.
5. If you are listed as a sub on a team, you **MUST** sign in under your name. Players found not signing in correctly to maneuver around averages for handicaps will forfeit all games in that match. A second occurrence may be cause for removal from the league.