



## **J & S Electronics Inc. Dart League Rules & Guidelines**

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Welcome to J&S Electronics Dart Leagues. J&S is working hard to bring new programs and streamline processes to give all our players a smoother and more fun league experience. The Dart League Rules are used by our leagues and/or persons affiliated with J&S Electronics Dart Leagues. All the rulings and decisions are in compliance with the National Dart Association and North American Dart Organization. Thank you for your continued support in our leagues.

### **Team Captains Responsibilities:**

1. Ensure that J&S Electronics League Department has current phone numbers and addresses for league questions and/or to receive their teams payout at the completion of the league.
2. Ensure that their team is on time and ready to play 15 mins prior to league starting.
3. Check the lineups and ensure players throw in the correct order and/or under the correct name.
4. Ensure the online registration form is completed with regular team members and/or subs including: full name, address, phone numbers and photo for verification purposes.
5. It is the team captain's responsibility to see that team members conduct themselves properly and follow the J&S Electronics Dart League Rules and Guidelines. Failure to do so could result in team removal from the current league and/or future J&S leagues and events.
6. If your team quits, or is removed from the league before the completion of the current league, you forfeit any money paid in, trophies, and payout party privileges.
  - a. If your team wants to be added into future leagues your team will be required to pay 50% of the league fees prior to league starting.
  - b. If your team quits or is removed a second time, the team will face suspension from rejoining for up to one year. Reinstatement will require approval from the League Department along with full payment of the league fees prior to league starting.

### **Teams & Players:**

1. Teams must play in their home location unless pre-approved by the league department for remote leagues.
2. Teams must play at the scheduled location unless pre-approved by the league department for traveling leagues.
3. Teams may not have a revolving door of subs. No more than 4 different subs may play for a team during the course of a league.

## J & S Electronics Dart League Rules

- a. J&S Electronics league department reserves the right to review every team and situation on a case by case scenario.
  - b. Sub players only are allowed on multiple team rosters.
4. 4-person teams: Must consist of 4 original players and up to 4 subs for a maximum of 8 players.
  5. 3-person teams: Must consist of 3 original players and up to 3 subs for a maximum of 6 players.
  6. 2-person teams: Must consist of 2 original players and up to 2 subs for a maximum of 4 players.
  7. 2-Person Jack N Jill teams: Must consist of 2 players and up to 4 subs for a maximum of 6 players. If a Jack needs a sub, a Jack must sub, and if a Jill needs a sub, a Jill must sub.
  8. 1-person teams: Must consist of original singles players only and they may **NOT** use subs during the league, matches must be rescheduled.
  9. Players may not play under another persons' name during league matches. Those found doing so will forfeit all games for the match.
  10. Any team walking out during a match forfeits the remaining games left in the match

### Sub Rules & Requirements:

Unfortunately, subs are sometimes required in the league. If a sub is needed, they must meet the substitution requirements, otherwise the team is subject to penalty. If any unacceptable sub is used, then all games that the sub participated in will be marked as losses.

1. Acceptable substitutes: sub stats may not exceed the highest PPD (Points Per Dart) in X01 games or MPR (Marks Per Dart) in Cricket games of the player they are subbing for.
2. If the league is considered an "Upper League", subs of any skill level (higher or lower), are allowed to sub on any team without repercussions.
3. If the league is a handicap league; subs must have their stats entered into the board, by a J&S Electronics League Department team member before throwing.
4. After the first round of league or Nov 15, new subs (ones who have never thrown before) are not allowed to be entered, unless approved by the league department. This is cutoff for sanction to qualify for events.
5. During the final 2 weeks of the league, new subs (ones who have never played before) are not allowed to throw. The sub's stats cannot exceed the player with whom they are subbing for during that week. The sub must have stats with a J&S Electronics League in order to play; this is necessary so we can determine if the sub is qualified to play or not.
  - a. If a violation of this rule occurs, it must be reported to the J&S Electronics League Department within 24 hours.
  - b. Any games that the substitute participated in without approval will be marked as losses.
6. If a player within your league is on another team's roster sheet, as a regular player, **THEY CAN NOT SUB FOR YOU.**
  - a. If they do play for you, all games they played in will be a loss.
7. Any new players that do not have an average, will use 22.00 for men and 16.00 for women in X01, and 2.00 for men and 1.50 for women until they have an established average after 1 week of play. (exceptions are new players with known ability.)
  - a. J&S Electronics League Department reserves the right to adjust averages as necessary.
8. If a roster needs to be changed, the captain will need to call the J&S Electronics League Department at 419-394-7960 ext. 3 during business hours (9am-4:30pm Monday-Friday) **THIS WILL NOT BE DONE OUTSIDE OF BUSINESS HOURS!**

## J & S Electronics Dart League Rules

- a. For weekend leagues, captains need to contact the league department 1 hour prior to the start of the match.
9. Full name, address, and phone number for a sub are required when a captain or team member calls into the J&S Electronics League Department to add a sub into the system.
10. A picture of a **NEW** player, being manually entered or called into the league department as a sub, must be submitted for verification. Failure to comply will result in the games the player is in being zeroed.
11. If you are listed as a sub on a team, you **MUST** sign in under your name.
  - a. Players found not signing in correctly to maneuver around averages for handicaps will forfeit all games in that match.
  - b. A second occurrence may be cause for removal from the league.

### **League Dues:**

1. League dues are required to be paid each night of league play. League fees are \$7.00 plus quarters (Standard League), \$8.00 (NADO) plus quarters. 13 game formats for 4-person teams, 11 Doubles & Trips leagues, 9 game format for singles league.
2. All league fees are prepay at the boards prior to the match starting.
3. 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 board.
4. All teams/players will receive monies, and/or awards, and/or payout parties at the end of each season.
  - a. If your team quits or is removed from the league before the completion of the current league, you forfeit any money paid in, trophies, and payout party privileges.
  - b. If your team wants to be added into future leagues, your team will be required to pay 50% of the league fees prior to league starting.
5. Quarters used for the match pay are not refundable in any form.

### **Sanctions:**

1. All players are required to be sanctioned. The \$12.00 per player fee is due at the board the first night of play. This will be entered into the board.
2. Subs are required to pay their \$12.00 sanction fee prior to being added to a team roster. A member of the league department can provide the link for sanction payments for subs and/or original players who did not play the first night of league. Subs and/or original players have one (1) week to pay the sanction fee or games will be zeroed out.
3. If a sub is manually entered into the board without the knowledge of a member of the league department the sub will have 48 hours from the night of play to pay their sanction fee online, or games will be zeroed.

### **Boards:**

1. Any technical issues please contact our service department at 419-394-7960. This will get you into the service rotation the fastest.
  - a. They will need to know the location you are at, a contact phone number, problem with the board and that you are starting league play.
2. 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.

### **Dart Board Recording Feature:**

1. While you are playing league, the software records your games & actions. It begins recording each round as your timer starts until you throw your third/final dart.
  - a. It then begins again when the next player's throw starts, until they throw their third/final dart. The process begins again with each consecutive turn until the match is completed.
2. The recording process is not continuous, only when you are at the board for your turn.
3. This is a program feature of the league software, and not specific to just J&S Electronics Leagues.
  - a. This software feature does **NOT** record casual darts and/or not playing darts at all. It only records when you are playing league.
  - b. This is for verification purposes only. It allows league coordinators to make sure correct players are at the boards, darts are not thrown to stop the timer by other players, darts are not thrown if they miss and/or do not register, or that someone does not go up and manually push numbers to enter their score.
  - c. It also records the actual grid of the dart board to show exactly where the darts land in the event of a dispute, as well as if someone has manually pressed numbers in by hand.

### **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. League starts promptly at 7:30PM (Unless otherwise noted on the flier). There will be a fifteen (15) minute grace period in real time for teams to show for play. This may be extended if both team captains agree. If the team is not there after the 15 minutes and has not called or texted, let the J&S League Department know and follow the following instructions to enter the forfeit into the dart board.
  - a. Enter league play and enter your team as the home team. Then put your team as the away team. (Yes! Enter your team name twice into the board) The machine will then ask you if this is a forfeit? Answer "yes". The forfeit is then entered and the J&S League Department will be notified that the forfeit went through successfully.
  - b. Forfeit teams will have fees reduced from payout
  - c. Teams will still be required to pay the team league fees at the boards.
3. After two weeks in a row of **NO CALL NO SHOW**, the team will become a **BYE/DROPOUT** in the league.
4. J&S Electronics reserves the right to review each player's eligibility for the possibility of remaining in the league as a sub or on another team.
  - a. The money will become property of the league and distributed as such.
5. 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.
6. Locations with Remote Dart Leagues may only have 1 team per board per night.

### **Personal & Team Stats:**

To locate your personal and/or team stats please like and follow the J&S Dart Leagues and Events Facebook group page. Once you are in the group go to the media section on the top of the page, scroll to Albums and you will find information and/or stats about your league under its league name (ex. 22WJNJ).

### **Canceled and/or Make-up Games:**

1. The canceling team **MUST** notify the other team **AND** J&S League Department 24 hours prior to time of play.
2. All canceled games are required to be made up no later than 14 days of the original match date for handicap leagues.
3. All canceled games are required to be made up no later than 21 days of the original match date for non handicap leagues.
  - a. Any matches not completed within that time frame will result in **BOTH** teams receiving zeros.
  - b. In the case of leagues with points rounds, all games scheduled before the points round must be completed no later than 48 hours prior to the scheduled points round.
  - c. We do still encourage all teams to reschedule their matches as quickly as possible. (Please keep the League Department informed of these.)
4. Make-up games **MUST** be made up at the location of the original match that was scheduled if the league is a traveling league.
5. Makeup games must be made at the home location if the league is a remote league.
6. J&S Electronics will not call matches on a league night due to inclement weather. This will be determined between team captains. The make up match must be played at the original scheduled location.

### **Forfeited Match Scoring:**

1. The non-forfeiting team will reach wins based on the following:
  - a. 9 wins will be awarded in leagues that play 17 games (so non-forfeiting teams will receive a maximum of 9 wins)
  - b. 8 wins will be awarded in leagues that play 15 games (so non-forfeiting teams will receive a maximum of 8 wins)
  - c. 7 wins will be awarded in leagues that play 13 games (so non-forfeiting teams will receive a maximum of 7 wins)
  - d. 6 wins will be awarded in leagues that play 11 games (So non-forfeiting teams will receive a maximum of 6 wins)
  - e. 5 wins will be awarded in leagues that play 9 games (So non-forfeiting teams will receive a maximum of 5 wins)
2. Forfeits occurring during the first week or last 2 weeks of league will reach wins based on the following:
  - a. 7 wins will be awarded in leagues playing 17 games to the non-forfeiting team
  - b. 6 wins will be awarded in leagues playing 15 games to the non-forfeiting team
  - c. 5 wins will be awarded in leagues playing 13 games to the non-forfeiting team
  - d. 4 wins will be awarded in leagues playing 11 games to the non-forfeiting team
  - e. 3 wins will be awarded in leagues playing 9 games to the non -forfeiting team
3. Only wins will be given to the non-forfeiting team. No losses will be given. The forfeiting team will not receive wins or losses.
4. Individual stats/ games played will not count for either team in a forfeited match.

### **Playing For More Than One Operator:**

1. Games, weeks and/or stats cannot be combined between multiple operator's leagues in order to qualify for any tournament.
2. Games, weeks and/or stats from another operator WILL NOT be used for any 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.

### **Sportsmanship:**

1. Bad or inappropriate behavior will not be tolerated. This includes verbal and/or physical abuse to other players, location owners, location patrons, location property, and/or J&S Electronics equipment. Nor is any unwanted sexual advances or comments to others allowable. If you or someone on your team is found to be in violation of this rule, the responsible player and/or team could be removed for the rest of the league and/or future J&S Electronics leagues & events for up to 1 year. Excessive violations may be cause to be removed from our leagues indefinitely.
2. Cheating will not be tolerated. If found guilty of cheating, you and/or your team will lose the game and/or match depending on the severity.
  - a. After a J&S Electronics League Department team member has reviewed the camera feed from the match and it has been determined that the player or team has cheated, you and/or your team will receive a warning letter.
  - b. After your 3rd offense you and/or your team will be removed from the remainder of the league and/or future J&S Electronics Leagues & Events for up to 1 year.
3. Players will be respectful to equipment, players, and other patrons of the establishment.
4. Any damage to boards due to player's actions, will be the responsibility of the player or players that are at fault. If there are no "at fault" admissions, the teams playing on that board will split the cost of repairs and/or replacement.

### **Fouls:**

1. A foul may lead to; loss of turn, loss of game, loss of match, removal from current and/or future leagues and events. The following constitute as fouls -
  - a. Distracting behavior by opponents while a player is throwing is not allowed.
  - b. The player shooting may not leave the throw line after the first dart has been thrown, a foot step back and forth is not considered leaving the line.
  - c. If a player has a broken dart they may alert the other captain and may grab new darts or fix the broken dart in a timely manner. Failure to do so in a timely manner is considered a foul.
  - d. Any abuse of equipment, poor sportsmanship, or unethical conduct by a player and/or team will be considered a foul by the league department.
  - e. Any player and/or team that commits three fouls will forfeit the match.
  - f. Disregarding any rules may constitute a foul.
  - g. Any player that has been suspended from a league who is manually added to a roster is considered a foul and the team will forfeit that match.
  - h. If a player or team does not follow the player lineup after being alerted of the mistake it is considered a foul.

### **Protests:**

1. The J&S Dart League Rules and Guidelines is intended to resolve problems during the course of a league. If the problem cannot be resolved with the help of the rules and guidelines, or between team captains, a protest can be filed with the J&S League Department.
  - a. All protests must be submitted immediately after the completion of the match that is being protested. The protest must be written or typed out and sent to the league department along with a \$40.00 protest fee.
  - b. Failure to send a written or typed out protest along with the protest fee, will result in the League Department considering the matter closed.
  - c. The protest fee will be refunded to the protesting team if the final decision is found in favor of the protesting team.
  - d. If the final decision is found to be against the protesting team, the protesting fee will be placed in the league payout fund and will be dispersed in the league payout.
2. Prior to any protest being filed with the league department, both captains should calmly discuss the issue privately and try to come to a mutual understanding and/or agreement.
  - a. Any team captain that does not allow the other team captain the opportunity to discuss the matter will lose any protest filed against them.

### **Violation Of The Rules:**

1. Each incident will be reviewed on a case by case scenario by the league department.
2. If you are found guilty of violating the rules, the following consequences may apply:
  - a. Loss of wins, payout money, league fees, awards, and/or other items associated with the league
  - b. 1st offense: A member of the league department will contact you and alert your and/or your team about the rule violation.
  - c. 2nd offense: A warning letter will be sent to you discussing the details of the rule violation and the action the league department has previously taken, and/or the verification of the violation if needed.
  - d. 3rd offense: The removal from the league and/or banned from playing in future J&S Electronics leagues & events for up to one year.
3. A copy of the warning letter will be kept in the league department office along with other verification and/or paperwork regarding the rule violation.

### **Tournament Qualifications Player Eligibility Guidelines:**

All players need to have the correct number of games played per the tournament qualifications. You may be asked to present your picture identification or your NDA card at State or NDA sponsored tournaments.

1. **Ohio State Dart Tournament -**
  - a. Requires that players play a minimum of 70 games of league play.
    - i. (45 of these games MUST be "X-01" in an open in - open out 50pt bull)
  - b. MUST have played 7 separate weeks of league play.
  - c. Games MUST be played on J&S Electronics equipment during the approved league season.
  - d. More details on events and any other qualifications will be sent out sometime in January along with online sign-ups.
2. **Indiana State Dart Tournament -**
  - a. Requires that you have played 96 games of league play.

## J & S Electronics Dart League Rules

- b. **MUST** have played 8 separate weeks of league play in a league that is a minimum of 10 weeks long January - December.
  - c. If you sub, you must play a minimum of 4 weeks in any league of at least 10 weeks.
  - d. Games **MUST** be played on J&S Electronics equipment during the approved league season.
  - e. All players must be NDA and IAMOA Sanctioned.
  - f. More details will be sent out along with the online sign-ups.
3. **Vegas Dart Tournament -**
- a. Vegas (April) requires 96 games played in league format.
    - i. If you sub, you must play a minimum of 4 weeks of at least 10 weeks long league.
  - b. Requires NDA Sanctioned.
  - c. More information and online sign-ups will be sent out in February.
4. **Fall Dart Classic Dart Tournament -**
- a. **MUST** have 96 games in the operators league through which you are entering.
    - i. (48 of these games **MUST** be "X-01")
  - b. **MUST** have played 8 separate weeks of league play in a league that is a minimum of 10 weeks long.
    - i. If you sub, you must play a minimum of 4 weeks in any league of at least 10 weeks.
  - c. May **NOT** play with someone from another vendor unless you both have qualifying weeks with both operators.
5. **Local NADO Finale Dart Tournament -**
- a. **MUST** have played 96 games in any NADO qualified J&S or NADO Remote League.
  - b. **MUST** have 75 NADO points from any J&S qualifying league and/or J&S qualifying MPRTs/NDRTS to play the J&S Local NADO Finale.
6. **National NADO Finale Dart Tournament -**
- a. National qualifications can combine league games and points for 101.
  - b. Games and points **MUST** be earned between July 1 of previous year - June 30 of current year.
  - c. More details will be sent out in spring along with online sign-ups.
7. **J&S Appreciation Dart Tournament -**
- a. **MUST** have played at least 4 weeks of league play from May 1st through the tournament deadline in the current year.
  - b. Tournament is held at the J&S Electronics facility.
  - c. More details will be sent out in October along with online sign-ups.
8. **J&S Dart Tournament -**
- a. **MUST** have played at least 7 weeks of league play from February 1st of prior year through the tournament deadline in the current year.
  - b. **MUST** have played 96 games in league format.
  - c. Tournament is held at the J&S Electronics facility.
  - d. More details will be sent out in November along with online sign-ups.

J&S Electronics League Department and staff strive to keep integrity in all our leagues, that depends on **YOU**. We have some great events coming up this year and look forward to a very exciting league season with your team! Good Luck!

If you have any questions or concerns please call the J&S Electronics League Department at 419-394-7960 ext. 3 and a member of the team will be happy to discuss any questions or concerns you may have.

Thank you for playing J&S Electronics!