



FATAL PASSION DARTS

CAPTAINS' GUIDE

INTRODUCTION

This captains' guide has been compiled to make the leagues run as smoothly as possible. Knowledge of its contents is mandatory for all captains. Most of the time, problems and disputes arise from a lack of understanding of league rules and policies. Knowing this information will allow all players to enjoy the game of darts without worrying about technicalities.

OBJECTIVES:

1. To promote the game of darts encouraging sportsmanship, goodwill, and unity among the players of the game through organized play.
2. To provide rules, methods, scoring procedures and statistics that enhances the competitive spirit through a structured organization and maintains the social benefits for a friendly sport.
3. To provide a method of accountability and guarantee for league funds.
4. The recognition of league performance and personal accomplishments of those who support the league and association through their participation.

REGULATIONS AND RIGHTS:

A. *SPORTSMANSHIP*

1. Rule #1 is always sportsmanship!
2. Good sportsmanship should be the prevailing attitude during all dart competition.
3. Teams and/or individuals may be expelled for unbecoming behavior, poor sportsmanship or any other reason detrimental to the league.
4. Physical violence, at any dart function, will not be tolerated. Offending players involved may be dropped from the league.
5. Disruptive behavior will not be tolerated. Captains will be asked to maintain proper decorum of the players on their team.
6. Attempts to distract an opponent while they are shooting will not be tolerated.
7. If requested by the thrower, anyone associated with the dart league must align themselves out of the line of vision and/or behind the position from which they are throwing.
8. All location owners or bartenders have the right to tell any team (including their own) that the match is terminated for unbecoming behavior.
9. If you are having a problem with someone not associated with the dart leagues, ask the bar tender to deal with the situation.

B. All matches must be thrown on boards owned by Fatal Passion Darts.

C. All players that play 24 or more games will belong to the National Dart Association.

D. *CAPTAIN'S DUTIES AND RESPONSIBILITIES*

1. A captain is responsible for the conduct of their team.
2. Always promote good sportsmanship among your players.

3. Captains are responsible for contacting the league coordinator about any and all problems with the dart boards.
4. The captain shall be present or send an acting captain to all league meetings. The captain is the only acknowledged spokesperson for the team.
5. Must supply accurate and complete information for all players of the team to the league coordinator.
6. Must inform team members of league rules and regulations.
7. Captains are to ensure that their team members follow all rules and regulations of the league.
8. If a captain disregards their duties to the point where they create disharmony and/or impedes and interferes with the efficiency of established procedures, the league coordinator shall have the authority to require the team to provide a replacement.
9. Captains are responsible for getting approval for subs.
10. The captain must make sure that any underage person(s) on the team does not drink during leagues or tournaments. Players and/or teams found in violation are subject to expulsion from the league or tournament.
11. The captain must make known to the bartender of any underage person(s).

E. *TEAM ROSTERS*

1. A team's roster must include full names and addresses with zip codes (phone numbers are optional) for all players. The league coordinator does not retain this information league to league.
2. Players must be at least 18 years old to play on leagues or in sanctioned tournaments.
3. Team captain must identify any player(s) under 21 years old. Some sponsors will not allow players under 21 into their locations. Be prepared to arrange for a substitute player. It is not the league coordinator's responsibility to arrange for subs or to talk to the sponsors about this.
4. Teams are limited to 8 players.

F. *HANDICAP SYSTEM*

1. Prior to play, both captains will enter (or verify) their own team's PPD or MPR into the board.
 - a) Players playing on another person's PPD/MPR may forfeit every game they are involved in.
 - b) If the offending players PPD/MPR is lower than the PPD/MPR entered, the results of the match will stand.
 - c) If the offending players PPD/MPR is higher than the PPD/MPR entered, the offending team will forfeit the games the offending player participated in.
2. Subs that have an established spree will be entered into the board with their spree.
3. Subs playing '01 for the first time will start at the highest score.
4. Subs playing cricket for the first time will have the highest MPR for both teams entered into the board.
5. The board will compute the starting point for each player in each game. The player with the highest PPD for each game will start at the highest score. The other players' scores will be adjusted accordingly.
6. The board will compute a starting point for each team in cricket, awarding marks to the lower ranked team in each game.

7. Points Per Dart (PPD) and Marks Per Round (MPR) are the official means of classifying and ranking players.
 - *PPD*: Points Per Dart is used for all '01 games, (301, 501, etc.). To obtain a PPD, divide the total points by the number of actual darts thrown. Example: Player #1 wins the game with his 12th dart. He has achieved a total of 301 points. His PPD is 25.08 ($301 / 12 = 25.08$). The winner of the game will use the total points of the game (301, 501, etc.); all other players will use the actual points scored as reported by the machine.
 - *MPR*: Marks Per Round is used for all Cricket games. To obtain an MPR, divide the total number of marks scored by the actual number of darts thrown then multiply by three (3). Example: Player #1 wins the game with their 46th dart. They have achieved a total of 59 marks. Their MPR is 3.85 ($59 / 46 \times 3 = 3.85$).

Handicap rounds do not count for the players without darts in that round. When two (2) players are partners on the same number, they record their results individually. A player must compete in a minimum of 24 league games in a league season to establish a skill rating.

G. *SUBS*

1. A sub is defined as a player who is not listed on the original roster as it was turned in at the beginning of the season.
2. An alternate is defined as a player who is listed on the original roster as it was turned in at the beginning of the season but may not play every week.
3. In the event that a regular player or alternate cannot play, a sub may be used.
4. The league coordinator should be called to verify the eligibility of a sub.
5. Eligibility of a sub
 - a. A sub cannot have played on any other team in the league for the night that the match is played.
 - b. If the sub does not have an established spree, the league coordinator will have the option to classify the sub to be legal or illegal.
 - c. A sub's PPD cannot be higher than 1.5 PPD higher than the person they are subbing for. Ex: Absent Player has 18.1 PPD, a sub with a PPD of 19.6 or less is a legal sub.
 - d. A sub's MPR cannot be higher than 0.2 MPR higher than the person they are subbing for. Ex: Absent Player has 2.3 MPR, a sub with a MPR of 2.5 or less is a legal sub.
6. A sub or an alternate cannot play the last two weeks of a season if they have not established a spree on that league. This rule must be followed to prevent protests and the stacking of teams as the season winds down.
7. Four person teams may not have more than two subs for a match.
8. Two person teams may have only one sub for a match.
9. If a sub starts a match, they must finish the match. The player that the sub was called in for may not enter the match after the match has started.
10. The league coordinator must be notified of the full name of any sub not on the roster. This can be done by entering the full name when setting up the match.
11. If a match is protested because of an illegal sub, all games in which the sub played may be forfeited.

H. *LEAGUE DUES*

1. All players must join the National Dart Association. There is a \$10.00 a year membership due per person. This fee is paid out of the accumulated weekly dues. This gives each player in the league the rights of the National Dart Association.
2. Three-person team match fees are \$21.00 per team.
3. Two-person team match fees are \$14.50 per team for 11 games and \$12.00 per team for 9 games.
4. Single person match fees are \$5.50 per person for 9 games of 501.

I. *PROTESTS*

1. The authority to protest rests with the captain.
2. Most protests can be alleviated if both captains use common sense.
3. A match being thrown under protest is better off not being thrown at all. A postponement until the discrepancy is resolved would be much easier to record and would serve to promote good sportsmanship.
4. Protests may be initiated by email, telephone or in writing.
5. The league coordinator must receive a filled out a grievance form within five (5) days of the receipt of protest. Without a written statement, nothing will be done.
6. No later than 14 days after receipt of the grievance form, the league coordinator will set up a meeting to hear and rule on the protest.
7. Only members who were party to the issue may attend the meeting.
8. Both team captains must be present for the protest or the missing captain will lose by default.
9. The league coordinator has the right to disallow a protest if both team captains had been contacted and both captains had agreed to the sub before the match had been played.
10. Although hand-shaking is a common courtesy and strongly recommended and encouraged by the League as a sign of respect towards your fellow darters, refusal to shake hands is NOT a punishable offense and will not be treated as such.

J. *RESCHEDULING MATCHES*

1. A match may be rescheduled by notifying the opposing team captain at least 8 hours (24 hours is preferable) before the scheduled match.
2. It will be the responsibility of the captain requesting the rescheduling of the match to contact the league coordinator.
3. All rescheduled matches must take place at the original scheduled location.
4. No rescheduled matches will be allowed during the last two weeks of the league without the approval of the league coordinator.
5. Under no circumstances can a rescheduled match be scheduled or played once the season is over.
6. All rescheduled matches not played will be scored as a no-match with a \$10 dollar fine imposed to both teams.
7. If extenuating circumstances prevent the rescheduled match, you must call the league coordinator as soon as possible so a decision can be made.
8. As a courtesy to the other teams in the league, multiple make-up matches will not be allowed without the approval of the league coordinator.

K. *FORFEITS*

1. Most forfeits can be avoided with a little patience and common courtesy.

2. A team that does not show up for the first scheduled match of a league is not a forfeit. Contact the league coordinator and try contacting the opposing team captain or players.
3. There are no forfeits in single league play. All matches not thrown in single league play by the end of league will be recorded as a “no match”.
4. No forfeit will be awarded unless the league coordinator is contacted.
5. No forfeit will be awarded unless the weekly fees are paid.
6. Match start times are listed on the signup sheets. Times are real time, not bar time.
7. After the 15-minute grace period, the team that is present may claim a forfeit. The captain of the team that is present should then decide whether to play the match, call a forfeit or reschedule the match at a later date.
8. If a match is started with three players:
 - a. The missing player’s score is not advanced during the game in any ’01 game.
 - b. The missing player’s turn is passed in cricket.
 - c. A missing player may join the game in progress on their turn and continue play normally.
9. Forfeits will be scored as follows:
 - a. In 12 game leagues, the team receiving the forfeit will be given a 9 - 3 winning score, their winning percentage or the forfeiting team’s losing percentage. (Whichever is greater) The forfeiting team will receive 0 wins and 0 losses.
 - b. In 11 game leagues, the team receiving the forfeit will be given a 8 - 3 winning score, their winning percentage or the forfeiting team’s losing percentage. (whichever is greater) The forfeiting team will receive 0 wins and 0 losses.
 - c. In 9 game leagues, the team receiving the forfeit will be given a of 6 - 3 winning score, their winning percentage or the forfeiting team’s losing percentage (whichever is greater) The forfeiting team will receive 0 wins and 0 losses.
 - d. For a forfeit in the final two weeks, the league coordinator will determine the number of wins to be given to the team receiving the forfeit so final league standings are affected as little as possible by a forfeit (based on both team’s winning percentage and previous match scores).
10. Teams dropping out of the league will forfeit all games, prize money and awards.
11. A team that forfeits two weeks in a row (or a total of three forfeits in a season) will be dropped from the league, lose all monies, and be ineligible for any individual or team awards. This will create a bye and all previous match scores will be deleted.
12. A team forfeiting a match during the last two weeks of a season will be charged a \$20.00 forfeit fee and will be ineligible for any individual or team awards. The team that was present will have their score adjusted by the league director (based on the forfeiting team and their like competition record). Every effort will be made so the final two weeks of the league is not affected by a forfeit.
13. Any physical violence toward another dart member is cause for expulsion from the league. The person(s) in violation will forfeit all wins, monies and awards.
14. Abuse of equipment, poor sportsmanship or unethical conduct may be grounds for the forfeit of a game, match and/or expulsion from the league. Physical or verbal harassment will not be tolerated.
15. Machine abuse must be reported to the league coordinator as soon as possible.

L. *PLAY OFF PROCEDURES*

1. If two or more teams are tied at the end of the league for a trophy position, the best head-to-head record will decide the winner. Example: Teams A and B are tied for first

place. They played each other twice during the season with Team A winning the first match 7-6 and Team B wins the second match 8-5. Team B would have a 14-12 record against Team A and would win first place.

2. If a tie still exists, a playoff will ensue. The playoff match will then be played at a location that was played at during the season. The league coordinator will select the playoff location.
3. Playoff matches will be a race to two (best of three) wins.
 - a. Teams will diddle to see who goes first.
 - b. Loser of the first game will go first in the second game.
 - c. Teams will re-diddle if tied after the second game.
 - d. '01 leagues will play stacked count-up.
 - e. Cricket leagues will play stacked no score cricket.
 - f. Combo leagues will play alternate between stacked count-up and stacked no score cricket.
4. No weekly fees will be collected for playoffs.
5. Both teams are responsible for quarters required for the playoff.
6. Team captains are responsible for keeping track of throwing order and feats accomplished during the playoff.

M. *AWARDS*

1. A Sponsor plaque will be awarded to the first-place team. This plaque is to go to the sponsor to display.
2. League monies will be paid out by check to the person listed as captain unless requested otherwise.
3. League monies are to be split as follows:
 - a. Four person teams will receive \$2.00 per win and \$0.50 per loss.
 - b. Three person teams will receive \$2.00 per win and \$0.50 per loss.
 - c. Two person teams will receive \$1.50 per win and \$0.50 per loss.
 - d. Single person teams will receive \$1.00 per win and nothing per loss.
4. Award pins are available at no charge to league members that have played 24 games or more.
5. Top Gun pins are awarded to the highest ranked player that has played in 75% or more of their matches based on MPR or PPD.
6. Most Improved pins are awarded to the players that have most dramatically improved their MPR or PPD if they have played in 75% or more of their matches.
7. All feats are based on actual darts thrown.
8. Fatal Passion Darts reserves the right to withhold monies owed from players to cover league fee shortages that are due.
9. Awards not collected three months after the end of session will be forfeited.

N. *ODDS AND ENDS*

1. Since darts is a sport played in adult locations, do not bring children to the match. Many sponsors do not allow anyone under the age of 18.
2. Foul, abusive or belligerent language will not be tolerated. Be considerate of the players around you.
3. ~~There is a 30 second time limit between darts thrown and a 60 second time limit between players.~~

- (1) Fatal Passion Darts now uses the Arachnid “Shot Clock” feature to promote faster league play.
 - (2) Once a game is started each player will have 45 seconds to throw each dart. This may seem like a small amount of time, but it is actually much more time than needed.
 - (3) If you don’t throw a dart within the 45 seconds, the board will disqualify that dart and any remaining darts.
 - (4) The shot clock will reset to 45 seconds after you’ve thrown each remaining dart.
 - (5) The shot clock is located in the top center of your screen, colored brightly for easy detection.
 - (6) Remember that you are part of the league and you are expected to be playing darts once league has started until completion of the match. As much as people love this sport, many of them have to work early in the morning. If a league match lasts longer than normal due to massive points being scored or an inability of each team to close out a game; that is part of the sport and is understandable. Continuously slowing down a match throughout the night will not be tolerated. If this occurs, we urge the team Captain to notify via text to (406) 868-2382 upon the 2nd instance in a match. Once the offense has been done a 3rd time, please call (406) 868-2382 at which time you may be instructed to cancel the match and be awarded the remaining games as a result of disqualification.
4. It is the incoming player’s responsibility, before throwing their first dart, to make sure they are throwing on the correct score.
 5. If a dart hits the player change button before a player’s turn is finished, the machine is advanced back to the player’s position and the player may throw any remaining dart(s).
 6. If a machine with automatic player change passes all or part of a player’s turn, the machine is advanced back to the player’s position and the player may continue to finish the round.
 7. If a dart is thrown before the "Throw Darts" message lights, the dart will not score and is considered a dart thrown. It may not be thrown again. Press player change and throw remaining dart(s). If all three darts are thrown, player’s turn is considered over. Advance to correct player and resume play.
 8. The player change button must be pushed before removing any darts. If a dart is manually scored: The offending dart(s) will be taken back using the undo option to the correct player throwing their turn.
 9. Matches must be played where scheduled. If a team cannot or will not play at the scheduled location, the league coordinator must be notified. A decision will then be made concerning the match location. Sponsors pay a fee to sponsor each team they have in the league. Matches not played where they are scheduled cheat the sponsor of their investment. Your sponsor makes darts possible!
 - a) Teams with player(s) not allowed in the opposing teams location must have substitutes available to take the place of the prohibited player(s). It is recommended that differences between “barred” players and sponsors be reconciled so that they could at least play the match and leave immediately, but the final decision rests in the hands of the location owner or manager.
 10. The players that begin a match must finish the match.
 11. Definition of a dart thrown: If a player’s arm is in a throwing motion (arm moving forward with intent to hit the board) and the dart falls to the floor not reaching the board, it is a thrown dart and may not be thrown again. If the player’s arm was not in a

throwing motion and the dart is dropped (includes transferring from one hand to the other), the dart may be picked up and thrown. Any dart that hits the board, regardless of whether the throw light was on, is considered a thrown dart and may not be thrown again.

12. All feats are based on actual darts thrown. Therefore, a player who is forced to pass (blocked) may still get a feat in a later round.
13. If the league coordinator deems that a referee is necessary to watch or officiate a match, both parties will be charged a \$20 referee fee.
14. The maximum dart weight for Fatal Passion Darts leagues and tournaments is 20 grams.
15. The backup feature may be used for a malfunction such as a skipped dart. The backup feature may not be used to backup darts thrown too soon, stuck segment darts, darts that register as “missed,” or a flighted dart. A dart thrown that does not score is considered a dart thrown and cannot be thrown over or manually scored.
16. If a dart thrown locks up a segment, the opposing captain must pull the stuck dart out. Any marks or points scored remain.

AMOA NDA REQUIREMENTS

All AMOA NDA Rules will be observed. These can be found on the Internet at <https://www.ndadarts.com/nda-rules/>.

These rules are set as guidelines to help team captains solve problems or disagreements. Common sense and good sportsmanship should be used to cover any questions that may come up during a match that are not covered by this guide. Remember, we are here to have fun!

GOOD LUCK AND GOOD SHOOTING!

Thank you for playing for *FATAL PASSION DARTS*.