



Automatic Vendors League Rules and By-Laws 2008

CAPTAINS SHOULD HAVE A COPY OF THESE RULES AT ALL LEAGUE MATCHES

1. All matches will be played according to NDA rules.
2. **A \$7.00 NDA sanction fee is required.** The NDA membership is for one year, from September 1 to August 31 annually. This is required to play in the State and National Tournaments. This sanction fee is due only once a year. In addition, a weekly fee of \$4.00 is also required. **The sanction fee will be deducted from league dues at the end of the season.**
3. All players must provide the following information to be sanctioned: Full Names (nicknames are not acceptable), a complete mailing address with zip code, phone number, email address, and birth date for each player. Please e-mail all new information to jondart@rushmore.com
4. A player, who has not paid on a previous night or in another league system, must include the player's full name, complete address, birth date, phone number and the \$7.00 sanction fee will be deducted at the end of the season. Information not received on the first night of league play will result in a forfeit of ½ of the team wins for that evening. Please e-mail all new info to jondart@rushmore.com
5. The league limit will be 18 grams per dart. Please note: play in the State and National Tournaments will require players to abide by the NDA limit of 18 grams.
6. All league matches must be shot on a dartboard owned and operated by an NDA Chartered Operator.
7. Any league player or patron of any league location may shoot on an unused dartboard in that location during the shooting of any scheduled league match, as long as the dartboard is coined and a game is selected.
8. Each team must designate a "**reliable**" Team Captain. The Team Captain must have a home phone number. Only Team Captains will be allowed to collect team monies and must have a picture ID to receive them.
9. Team fees will be collected by the dart boards before play can start, 64 credits = \$16.00.
10. **All matches start at 7:30 PM** with a 15-minute grace period.
11. Time limit per player: A 3-minute time limit will be in effect for each player. The 3 minutes will start at the moment that the prior player completes his/her turn. Team Captain's discretion will be used for each event. This foul will result in a loss of turn.
12. League play will be handicapped. Handicap is based upon Points Per Dart (PPD) for 01 games and Marks Per Round (MPR) for Cricket.
13. Each player will need to establish a new PPD/MPR average for each night of league play for each division.

14. Cricket league will be a 2-person team. Teams may consist of any combination of women and/or men. Cricket play is 2 players per score, split bulls-eye, 25/50 points.
15. All 01 teams may be any combination of women and/or men, four person teams.
16. Monday Open Combo League will be a 4-person team. 6 games of 501 and 6 games of Cricket.
17. Roster Limits: Open **Team**, Open **Combo** is max of 8 members. Cricket Doubles is a max of 4 members.
18. Teams that lose a player due to unusual circumstances must get League Director Approval prior to match date and/or night of play. A board of director's approval is required if going over the roster limit. Phone numbers are included in all Team Captain's packets. **A No Tolerance Policy is in effect for this rule; if you play a player over the 8 roster limit without Board Member Approval, all games for that player will be lost.**
19. New players will be allowed the last 3 weeks of league play, only if the board of directors approves it. Failure to do so will result in all games for that player or players to be forfeited to the opposing team. Exceptions may apply for military personnel but the league director must be contacted prior to match date and/or night of play.
20. Opening night matches will be shot according to a past history file with all subsequent matches being shot with handicap.
21. Any player shooting in their first match after opening night will be shooting scratch, no darts for the first round of each game that evening.
22. No player may shoot under another player's name or all team games won will be forfeited to the opposing team.
23. All dart players are eligible to play in any one of the divisions on any given league night. Said players/team should have a skill level equal to the division in which they play, i.e. a point per dart or mark per round average within the division split.
24. Once a player shoots for a team, that player may not shoot for any other team on that night in the same division.
25. A player may sub for a team for 4 weeks only. Any extensions to this rule will require prior board of director's approval.
26. Any player can sub in a lower division as long as the sub's PPD/MPR is equal to or lower than the person they are playing for.
27. Teams may play 1 or 2 players short and use the dummy score. A dummy can never go out or win a game. A dummy can only go down to 1 point in 01 and can never close a number or point in cricket.
28. 01 dummy score will be the PPD of the lowest player on both teams playing that evening minus 3 points. Example: the lowest PPD is 19 – 3 = 16. 16 is the dummy score.
29. Cricket dummy has 1 dart per turn and will start tapping off scores with 20 and descending down with the bulls-eye being last.
30. In the event a player reaches zero and his/her partners score is too high to go out, the individual player on the opposing team with the lowest score will be credited with the win.

31. Team Captains are responsible for taking care of all issues regarding their team.
32. The board of director's will rule upon any disputes that cannot be settled by the Team Captains.
33. A phone call must be made to the opposing team captain at least one hour prior to a scheduled match if rescheduling is an emergency; if not an emergency captains need to contact the opposing team captain 24 hours in advance to reschedule a match... Otherwise all matches must be shot. If a team refuses to show up or reschedule, that team will pay dues for both teams for a \$32.00 total. This will be deducted at the end of season unless there is a family emergency or severe weather. This rule will be strictly enforced.
34. All rescheduling and forfeits must be reported to the League Director/Division Representative within 24 hours of the rescheduled/forfeited match.
35. Any rescheduled matches must be played within two weeks of the scheduled match.
36. When "**No Travel Advised**" occurs in the Rapid City or surrounding areas, the dart league for that evening is postponed. It will be at both Team Captains' discretion if they still want to play that evening. Contact must be made with the opposing team captain at least an hour prior if the match is to be postponed due to weather. **If one team can't make it, the match is postponed.**
37. If a protest is necessary for any actions that take place, even if it may or may not affect the outcome of the match, it must be submitted to the League Director (209-0504) or Division Representative within 24 hours. Any protest that isn't in writing or past the 24 hour deadline will not be accepted. E-mails are accepted, nightly representatives phone numbers and e-mails will be provided in your packet.
38. Un-sportsman like conduct/language: Any action that is loud, abusive, mean-spirited, delaying, rude, injurious, or just plain obnoxious will be investigated and penalized. Abusive language received in written form will not be tolerated and will be subject to penalties. This includes written information contained on weekly fee envelopes, surveys, and protest forms, etc. **A No Tolerance Policy will also be in effect for this rule, if anyone is found to be unsportsmanlike, all games for that player for that night will be lost, if the whole team is unsportsmanlike like the whole match will be lost.**
39. The board of director's reserves the right to make changes to the rules and bylaws as needed for the good of the league. These rules and bylaws will be reviewed prior to the start of the fall Season at the Team Captains meeting. All proposed changes should be submitted in writing to the League Director prior to the Team Captains meeting to be placed on the agenda for that evening. Any changes must be voted on and passed by a 2/3 majority of Team Captains at this meeting.
40. Members must play a minimum of 75% of their league games to qualify for all of the Automatic Vendors member benefits.
41. Any player who is kicked out of a venue must deal with that venue. Automatic Vendors will not intervene. It is up to the team to cover that player's position on nights when they play in such a venue.
42. Any team who quits in the middle of a season will be required to pay a \$50.00 bond at the beginning of the next season which will be refunded if they complete the season. In the event this team does not complete the season this bond will be forfeited to the league fund. If this team applies to play again the bond will be \$100. In the event they do not once again finish the season the bond is once again forfeited to the league fund and the team will receive a lifetime ban.

43. All players are invited to attend regularly scheduled board meetings the first Saturday of every month. Since locations are subject to change contact a board member to find out the location if you wish to attend.
44. Team and player standings will be available on the Arachnid dart boards as well as our website at www.automaticvendors.net