



# PHOENIX AMUSEMENT

DARTS ~ BILLIARDS ~ DIGITAL MUSIC ~ GAMING

---

## Dart League Rules of Play

1. Phoenix Amusement insists all participants of every dart league pride themselves on good sportsmanship. It will be expected that all league players adhere not only to the letter of these rules, but also the spirit of these rules.
2. With the exception of a winning dart, all thrown darts as scored by the machine will be correct. Any observed discrepancies must be brought to the attention of the opposing team's captain, and only at that captain's discretion may a scored dart be changed.
3. A dart that is thrown and sticks in the winning wedge, but does not register as the winner will be corrected and credited to the player as a win. In order to qualify as a winning dart, the dart must stick and show to be the winner. Any thrown dart which the machine records as a winner will be considered correct.
4. Marks and points may only be earned by throwing darts, and all throws must be attempted with both feet behind the leading edge of the throw line.
5. A single turn will consist of a player throwing a maximum of 3 darts. A player may pass on all or any portion of a turn.
6. Regardless of where a dart lands or sticks, a thrown dart consists of a dart leaving a player's hand in a forward motion toward the board. A legitimately dropped dart is not considered a thrown dart.
7. Any machine malfunction (i.e. a stuck segment wedge) must be presented to the opposing team's captain for review. Upon agreement, the game may be corrected using the "back up" feature.
8. Any unresolved dispute should be presented to the League Director for review. If the League Director is unavailable, another representative of Phoenix Amusement should be contacted for an Official decision. All decisions made by a Phoenix Amusement representative will be considered final.



# PHOENIX AMUSEMENT

DARTS ~ BILLIARDS ~ DIGITAL MUSIC ~ GAMING

---

## Dart League Rules of Play

9. PHOENIX AMUSEMENT DESIGNATES THE TITLE OF MASTER TO ANY DARTER WHICH HAS MINIMUM PUBLISHED STATS OF 3.3 MPR AND 30.0 PPD. PHOENIX EQUIVALENT IS A RATING OF 17 OR HIGHER.
  
10. ALL MATCHES MUST BE COMPLETE BY THE FINAL REGULARLY SCHEDULED MATCH. ANY INCOMPLETE MATCHES NOT PLAYED BY THE FINAL LEAGUE DATE, WILL BE FORFEIT FOR BOTH TEAMS AND THEY WILL BOTH SCORE 0 POINTS.
  
11. ALL MATCHES MUST BE PLAYED WITHIN 14 DAYS OF THE ORIGINALLY SCHEDULED DATE. IF THIS IS NOT POSSIBLE, ONE OF THE TEAM CAPTAINS MUST CONTACT THE LEAGUE DIRECTOR AT THIS TIME THEY WILL CONTACT BOTH TEAMS AND SCHEDULE A DATE TO BE PLAYED. IF THIS IS NOT DONE, A FORFEIT WILL BE AWARDED TO BOTH TEAMS AND THEY WILL BOTH SCORE 0 POINTS.
  
12. ALL LEAGUE PRIZES WILL BE AWARDED AT A BANQUET APPROXIMATELY 1 WEEK FOLLOWING THE END OF SCHEDULED PLAY.
  
13. LEAGUE STANDINGS WILL BE DETERMINED BY OVERALL WINS. ANY TIES WILL BE BROKEN BY RESULTS OF HEAD-TO-HEAD PLAY. IF TWO HEAD-TO-HEAD MATCHES WERE PLAYED AND RESULTED IN A SPLIT, THEN BOTH TEAMS WILL BE AWARDED THE SAME FINISHING POSITION AND RECEIVE EQUAL PRIZES.
  
14. IF A TEAM FAILS TO BE PRESENT FOR A SCHEDULED MATCH, AND HAS NOT CONTACTED THE OPPOSING TEAM, THEY WILL FORFEIT 75% OF THE GAMES FOR THAT MATCH.
  
15. A TEAM MUST BE REPRESENTED BY A MINIMUM OF ONE (1) REGULAR PLAYER. IF ANY PLAYER CANNOT BE PRESENT FOR A MATCH, A SUBSTITUTE WILL BE PERMITTED TO PLAY IN PLACE OF THE ORIGINAL TEAM MEMBER GIVEN THAT THE SUBSTITUTE MEETS THE LEAGUE ENTRY REQUIREMENTS; I.E. IF IT IS A NO MASTER LEAGUE THEN A MASTER IS NOT ALLOWED TO SUBSTITUTE.



# PHOENIX AMUSEMENT

DARTS ~ BILLIARDS ~ DIGITAL MUSIC ~ GAMING

---

## Dart League Rules of Play

16. IF A SUBSTITUTE IS NEEDED DURING THE FINAL TWO WEEKS OF REGULARLY SCHEDULED MATCHES, ONLY A SUB WHO HAS PREVIOUSLY PARTICIPATED IN THE CURRENT LEAGUE WILL BE PERMITTED TO PLAY. PHOENIX AMUSEMENT RESERVES THE RIGHT TO APPROVE SPECIAL EXCEPTIONS.

17. ANY SUBSTITUTE PARTICIPATING IN A HANDICAPPED LEAGUE WILL BE REQUIRED TO HAVE THEIR HANDICAP MANUALLY ENTERED INTO THE BOARD PRIOR TO THE MATCH. A PUBLISHED BOOKLET OF PLAYER MPR AND PPD WITH A CORRESPONDING HANDICAP TABLE WILL BE PROVIDED AT EACH LEAGUE LOCATION FOR USE AS A REFERENCE.

18. IF A SUBSTITUTE IS NOT INCLUDED IN THE PUBLISHED STAT BOOK, HE/SHE WILL BE REQUIRED TO ENTER THE HANDICAP ASSOCIATED WITH MINIMUM MASTER STATS (RULE #9). IT IS THE RESPONSIBILITY OF THE OPPOSING TEAM CAPTAIN TO VERIFY THIS INFORMATION BEFORE LEAGUE PLAY BEGINS.

19. A SUBSTITUTE WILL USE THE PUBLISHED STATS ONLY FOR THE FIRST TIME PARTICIPATING IN A LEAGUE. ONCE A SUBSTITUTE HAS PARTICIPATED IN A LEAGUE, THEY WILL USE THE STATS FROM THAT LEAGUE PLAY IN ANY FUTURE SUBSTITUTIONS FOR THAT LEAGUE.