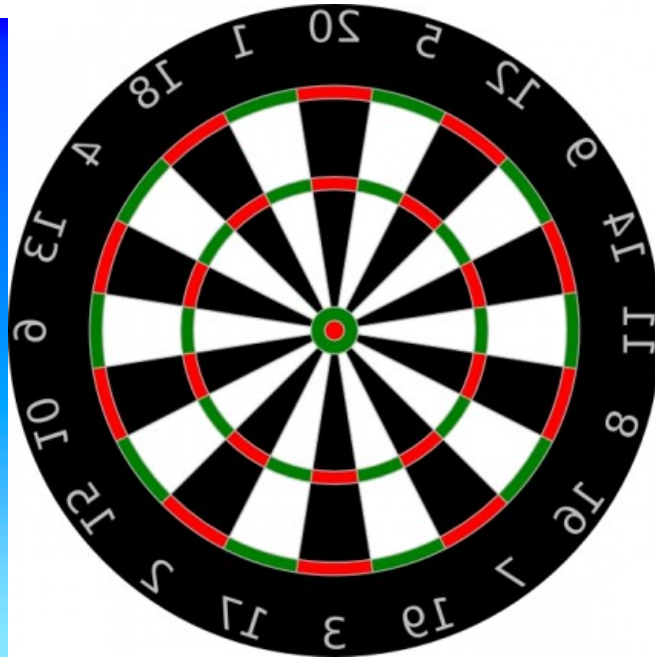




**ASSOCIATED
VENDING, INC.**



CAPTAINS GUIDE DART LEAGUE RULE BOOK 2019

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ASSOCIATED VENDING DART LEAGUE RULES

OBJECTIVES

- 1. TO PROMOTE THE GAME OF DARTS, ENCOURAGING SPORTSMANSHIP, GOODWILL, AND UNITY BETWEEN THE PLAYERS OF THE GAME THROUGH ORGANIZED LEAGUE PLAY.**
- 2. TO PROVIDE RULES, METHODS, SCORING PROCEDURES AND STATISTICS THAT ENHANCE THE COMPETITIVE SPIRIT THROUGH A STRUCTURED ORGANIZATION AND MAINTAINS THE SOCIAL BENEFITS OF A FRIENDLY SPORT.**
- 3. TO PROVIDE A METHOD OF ACCOUNTANILITY AND GURANTEE FOR LEAGUE FUNDS**
- 4. THE RECOGNITION OF LEAGUE PERFORMANCE AND PERSONAL ACCOMPLISHMENTS OF THOSE WHO SUPPORTED THE LEAGUE AND ASSOCIATION THROUGH THEIR PARTICIPATION.**

REGULATIONS AND RIGHTS

- 1. THE SPONSORS, TEAMS AND PLAYERS SHALL BE ENTITLED TO THE RIGHTS AND PRIVILEGES OF THE LEAGUE ASSOCIATION AND ARE SUBJECT TO THE RULES AND REGULATIONS OF THE ASSOCIATED VENDING DART LEAGUE.**
- 2. A TEAM OR INDIVIDUAL MAY BE EXPELLED FOR BEHAVIOR, POOR SPORTSMANSHIP, OR ANY OTHER REASON DETRIMENTAL TO THE LEAGUE OR ESTABLISHMENT BASED ON THE COLLECTIVE DECISION OF THE LEAGUE COORDINATORS.**
- 3. CAPTAINS HAVE THE RIGHT TO REMOVE & ADD PLAYERS TO A TEAM THROUGH THE FOURTH WEEK OF THE SESSION.**
 - A. A PLAYER THAT IS REMOVED FROM A ROSTER IS ELIGIBLE TO PLAY FOR ANOTHER TEAM IN THAT DIVISION IN THE SAME SEASON AS LONG AS THE CAPTAIN OF THE ORIGINAL TEAM AND THE LEAGUE COORDINATOR APPROVES.**
- 4. WHEN A SPONSOR CLOSES TEMPORARILY DURING THE SEASON THE TEAM SPONSORED BY THE LOCATION MUST FOLLOW THE FOLLOWING RULES.**
 - A. THEY MUST SELECT AN EXISTING ASSOCIATED VENDING SPONSOR FROM THE SAME LEAGUE THEY WERE AFFILIATED WITH TO PLAY THEIR REMAINING HOME GAMES (OR UNTIL THE SPONSOR REOPENS).**
 - B. ONCE A NEW SPONSOR HAS BEEN SELECTED THE TEAM CANNOT SWITCH TO ANOTHER SPONSOR. IF THE TEAM FOR SOME REASON DOES NOT WANT TO PLAY FOR THE NEW SPONSOR THEY HAVE TWO OPTIONS: 1.) FORFEIT ALL HOME GAMES OR 2.) PLAY ALL HOME GAMES AWAY.**
 - C. IF YOU OR ONE OF YOUR PLAYERS ON YOUR TEAM IS NOT ALLOWED IN ONE OF THE LOCATIONS THAT IS IN THE DART LEAGUE YOU MUST FIND SUBS FOR THAT MATCH. THERE WILL BE NO EXCEPTIONS TO THIS RULE, IF YOU ARE BARRED OUT THEN YOU ARE BARRED OUT.**

5. THE ESTABLISHMENT SHALL PROVIDE THE DART MACHINE AT THE DESIGNATED TIME AND INSURE THE PROPER THROWING DISTANCE OF 96 INCHES FROM THE FACE OF THE DART BOARD OR 88 ¾ FROM THE FRONT OF THE MACHINE.
6. EVERY TEAM SHALL HAVE A DESIGNATED CAPTAIN. THE DUTIES OF THE CAPTAIN ARE AS FOLLOWS:
 - CAPTAINS SHALL BE PRESENT OR SEND CO-CAPTAIN TO ALL LEAGUE MEETINGS; THE CAPTAIN IS THE ONLY SPOKESPERSON FOR THE TEAM.
 - RESPONSIBILITY TO INFORM ALL TEAM MEMBERS OF THE LEAGUE RULES AND REGULATIONS.
 - PROVIDE THE LEAGUE COORDINATOR WITH ALL PERTINENT INFORMATION PERTAINING TO THEIR TEAM AND ITS MEMBERS.
 - LEAGUE FEES WILL NEED TO BE PUT INTO THE MACHINE TO BEGIN LEAGUE PLAY.

SCHEDULING

1. LEAGUES AND APPROPRIATE SCHEDULES WILL BE ESTABLISHED BY THE LEAGUE COORDINATOR AND PROVIDED TO THE TEAMS AND ESTABLISHMENTS INVOLVED.
2. ALL MATCHES ARE SCHEDULED TO START ON TIME 7:30 PM (6:30 PM FOR SUNDAY REMOTE) NOT BAR TIME, A 15 MINUTE GRACE PERIOD WILL BE ALLOWED. THIS MEANS LEAGUE WILL START NO LATER THAN 7:45 PM. (6:45 SUNDAY REMOTE) IF YOU OR SOMEONE ON YOUR TEAM IS GOING TO BE LATE FOR EXTENUATING CIRCUMSTANCES, A PHONE CALL MUST BE MADE TO ASSOCIATED VENDING AND THE CAPTAIN OF THE OPPOSING TEAM, NOT A BARTENDER OR BAR OWNER!
3. IF YOU HAVE A PLAYER THAT IS NOT THERE AT 7:45 P.M(6:45 SUNDAY REMOTE) THEN YOU SET THE BOARD UP AND BEGIN LEAGUE PLAY. THE PLAYER/PLAYERS THAT ARE NOT THERE ONCE LEAGUE PLAY HAS STARTED WILL BE SKIPPED BY PRESSING THE PLAYER BUTTON. THIS PLAYER CAN NOT START LEAGUE PLAY UNTILL THE GAME YOU ARE PLAYING IS FINISHED. NO ONE IS TO START PLAYING IN THE MIDDLE OF A GAME. THEY CAN START WHEN A NEW GAME IS STARTED.
4. ANY VARIATION FROM THE REGULAR SCHEDULED MATCH MUST BE BY MUTAL AGREEMENT OF BOTH CAPTAINS. BOTH CAPTAINS MUST NOTIFY ASSOCIATED VENDING ON THE NIGHT OF PLAY BY 5:00 PM TO RESCHEDULE OR YOU FORFEIT ALL GAMES. THE TEAM THAT IS BEING ASKED TO RESCHEDULE DOES NOT HAVE TO RESCHEDULE THE GAME.

FORFEITS AND MISSING PLAYERS: ALL ATTEMPTS MUST BE MADE TO AVOID THE FORFEITING OF GAMES. IF A TEAM KNOWS THEY ARE TO HAVE DIFFICULTY WITH A TIME OR DATE IT IS ABSOLUTELY ESSENTIAL FOR THEM TO NOTIFY THEIR OPPONENT SO THERE WILL NOT HAVE TO BE A FORFEIT. THE TEAM CAPTAIN MUST NOTIFY ASSOCIATED VENDING WITHIN 24 HOURS OF ANY FORFEITING GAMES. NORMALLY, IF A TEAM HAS TO FORFEIT IT IS THEIR FAULT AND ALL TEAMS SHOULD ACCEPT RESPONSIBILITY.

- A. REMOVAL FROM THE LEAGUE: ANY TEAM THAT FORFEITS MORE THAN 3 LEAGUE NIGHTS MAY BE REMOVED FROM THE LEAGUE AND FORFEITS ANY CLAIM TO AWARDS OR PAYBACKS.
- B. IF YOU HAVE 3 PLAYERS MISSING THEN THE MATCH WILL AUTOMATICALLY BE FORFEITED; CONTACT ASSOCIATED VENDING RIGHT AWAY. 513-733-1122
- C. IF A TEAM DROPS FROM THE LEAGUE, THE COORDINATOR WILL ADJUST THE STANDINGS TO INSURE PROPER WIN/LOSE BALANCE THROUGH THE LEAGUE.

CANCELLATION/POSTPONEMENT: MUTUAL CONSENT OF BOTH TEAMS PERMITS FOR A MATCH TO BE RESCHEDULED. NOTIFICATION TO THE LEAGUE COORDINATOR MUST BE MADE PROVIDING THE MAKE-UP DATE. BOTH TEAM CAPTAINS ARE RESPONSIBLE FOR THIS NOTIFICATION. RESCHEDULES MUST BE MADE UP WITHIN 2 WEEKS.

- A. INCLEMENT WEATHER MAY BE A REASON TO POSTPONE MATCHES. ASSOCIATED VENDING WILL CALL ALL TEAM CAPTAINS AND ALSO POST TO FACEBOOK TO LET THEM KNOW THAT THE MATCH WILL BE RESCHEDULED FOR THE FOLLOWING WEEK AFTER THE SESSION ENDS.
- B. THE LEAGUE COORDINATOR MUST BE NOTIFIED THE NEXT DAY OF ANY RESCHEDULED OR FORFEITED MATCHES.

THE PLAY:

- A. A TEAM ROSTER CAN CONSIST OF A MAXIMUM OF (8) PLAYERS.
- B. PLAYERS MAY BE ADDED TO THE ROSTER THROUGH THE FOURTH WEEK OF THE SESSION.
- C. PLAYERS THAT ARE ON THE ORIGINAL ROSTER BUT HAVE NOT PLAYED A MATCH BEFORE THE FOURTH WEEK ARE ELIGIBLE TO PLAY THE REMAINDER OF THE SESSION.
- D. IF A PLAYER ASSUMES THE NAME OF ANOTHER PLAYER REGARDLESS OF THE CIRCUMSTANCES, YOU WILL FORFEIT ALL GAMES THAT THE ILLEGAL PLAYER PLAYED IN.
- E. IF YOU PLAY A PLAYER THAT IS NOT ON YOUR ROSTER AFTER THE FOURTH WEEK YOU WILL HAVE ALL WINNING GAMES DEDUCTED AND CREDITED TO THE OPPOSING TEAM IF YOU DID NOT GET APPROVAL FROM THE OPPOSING TEAM CAPTAIN AND ASSOCIATED VENDING LEAGUE COORDINATOR.
- F. REGULAR PLAYERS AND SUBSTITUTES CAN PLAY FOR ONLY ONE TEAM IN A DIVISION.
- G. THE PENALTY FOR VIOLATION OF THIS RULE IS ALL GAMES WON THE ILLEGAL PLAYER PARTICIPATED IN WILL BE GIVEN TO OPPOSING TEAM.

PLAYOFFS/TIE BREAKER

- 1. A PLAYER WILL ONLY BE ELIGIBLE TO PLAY IN A PLAYOFF MATCH/TIE BREAKER MATCH IF HE/SHE HAS PLAYED IN THREE MATCHES BEFORE THE FINAL WEEK OF THE SEASON.
- 2. ASSOCIATED VENDING WILL PICK A MUTUAL LOCATION, DAY & TIME TO PLAY THE MATCH TO DETERMINE WHICH TEAM WILL TAKE 1ST PLACE.

LEAGUE WEEKLY FEES

- A. PLAYERS PARTICIPATING IN A MATCH WILL BE REQUIRED TO PAY \$5.00 EACH WEEK PLUS THE COST OF THE GAMES THEY WILL PLAY (\$3.00) \$8.00 PER PERSON. \$32.00 PER TEAM PER WEEK.
- B. THE PLAYER LEAGUE FEES ARE DEPOSITED INTO THE ASSOCIATED VENDING DART LEAGUE ACCOUNT
- C. ALL PLAYER FEES ARE RETURNED BACK TO THE TEAMS THROUGH PAYOUTS, TEAM TROPHIES, PLAQUES, AND THE END OF THE SEASON AWARDS PARTY.

AWARD DISTRIBUTION

THE LEAGUE FUNDS CONTRIBUTED EACH WEEK BY THE PLAYERS IS FULLY RETURNED (100%) BACK TO THE LEAGUE.

1. THE LEAGUE FUNDS PAY FOR THE LEAGUE TROPHY & IF ANY PLAQUES ARE AWRDED, BANQUET AND IF ANY PRIZE MONEY IS GIVEN. THE REMAINING MONEY GOES BACK TO THE PLAYERS BASED ON THE TEAMS TOTAL SESSION WINS. EVERY TEAM GETS SOMETHING BACK, THE AMOUNT IS BASED OFF OF THE NUMBER OF WINS.

PROTESTS:

1. ALL PROTESTS MUST BE SUBMITTED TO ASSOCIATED VENDING IN WRITING WITHIN 48 HOURS.
2. IF A TEAM BELIEVES THEY HAVE A PROTESTABLE SITUATION DURING A MATCH, THEY MUST INFORM THE OTHER TEAM AT THE GAME THAT A PROTEST WILL BE FILED. FAILURE TO DO SO WILL RESULT IN AN UNACCEPTED PROTEST.
3. THE PROTEST MUST BE WRITTEN PROVIDING ALL DETAILS IN A CLEAN, CONSISE MANNER.
4. THE PROTEST MUST INDICATE WHAT RULE WAS BROKEN FOR THE PROTEST TO BE ACCEPTED.
5. MANY PROTEST CAN BE ALLEVIATED IF THE CAPTAINS USE COMMON SENSE TO CORRECT ANY PROBLEMS AS THEY OCCUR.
6. IN THE EVENT OF A PROTEST AND THE OPPOSING TEAM CAPTAIN HAVE BEEN TOLD OF THE PROTEST, PLEASE CALL AND INFORM YOUR LEAGUE COORDINATOR.
7. THE DECISION OF THE PROTEST IS FINAL AND CANNOT BE APPEALED TO THE LEAGUE COORDINATOR OR ASSOCIATED VENDING.

SPORTSMANSHIP-

1. PRIOR TO THE BEGINNING OF THE LEAGUE PLAY, IT IS ADVISED THAT YOU INTRODUCE YOURSELVES TO YOUR OPPONENTS AND WISH THEM GOOD LUCK.
2. WHEN PLAYING REMOTE LEAGUE, DO NOT STAND ON THE LINE AND DISTRACT THE OTHER TEAM WHILE THEY ARE TRYING TO THROW THEIR TURN. IT IS

DISRESPECTFUL AND WILL NOT BE TOLERATED. THIS INCLUDES GIVING INAPPROPRIATE HAND GESTURES.

- 3. ANY INDIVIDUAL OR TEAM THAT DESTROYS PROPERTY OF AN ESTABLISHMENT OR CONDUCTS THEMSELVES IN AN ABUSIVE MANNER TO THE OPPOSING TEAM OR THE ESTABLISHMENTS CUSTOMERS OR ATTEMPTS TO CONTINUALLY HARASS AN OPPOSING TEAM DIRECTLY OR INDIRECTLY, WILL BE SUBJECT TO DISMISAL.**

MATCH RULES:

- A. DISTACTING OTHER PLAYERS IS NOT ALLOWED NOR WILL BE TOLERATED**
- B. PLAYERS ARE EXPECTED TO BE ON THE LINE WHEN IT IS THEIR TURN TO SHOOT.**
- C. COMMON SENSE AND GOOD SPORTSMANSHIP ARE TO BE USED DURING PLAY REGARDING ANY QUESTIONS THAT MAY OCCUR.**
- D. ANY TEAM THAT ACCUMULATES NUMEROUS COMPLAINTS OF DISTRACTING PLAYERS, NOT BEING READY TO SHOOT OR ATTEMPTING TO USE ILLEGAL SUBS WILL BE SUBJECT TO DISMISSAL FROM ASSOCIATED VENDING'S DART LEAGUE BY VOTE OF THE LEAGUE COORDINATOR, IN WHICH THEY WILL FORFEIT ALL CLAIMS TO WEEKLY FEES CONTRIBUTED UP TO THEIR DISMISSAL.**
- E. PRACTICE ON ANOTHER BOARD IS NOT PERMITTED ONCE THE MATCH HAS BEGUN.**
- F. COACHING OF A PLAYER ON THE THROWING LINE BY NON-TEAM MEMBERS IS NOT PERMITTED. THIS DOES NOT PREVENT ADVICE BY A NON-TEAM MEMBER TO PLAYER ON THE THROWING LINE.**
- G. IF A DART PLAYER ABUSES A DART MACHINE BY HITTING THE MACHINE OR THE PLAYER CHANGE BUTTON STRONGLY ENOUGH TO BLANK OUT THE SCORES, THE PLAYER AND THEIR TEAM LOSES THAT PARTICULAR GAME REGARDLESS OF THE SCORES AT THAT TIME.**
- H. IF A PLAYER DOES NOT DEPRESS THE PLAYER CHANGE BUTTON FAST ENOUGH TO ACTIVATE IT BEFORE PULLING THEIR DARTS FROM THE BOARD AND CAUSES A DART TO SCORE AFTER IT FAILED TO SCORE WHEN THROWN. JUST BACK THE DART MACHINE UP BY HITTING THE UP BUTTON.**

DART MACHINE MALFUNCTIONS

- 1. IF A MACHINE MALFUNCTIONS DURING A GAME WITH OUT PROVOCATION BY A PLAYER AND THE MACHINE RETURNS TO SERVICE BY RE-COINAGE THE TEAMS HAVE THE FOLLOWING OPTIONS:
 - a. RE-START A NEW GAME WITH NEW SCORES****

IT IS YOUR RESPONSIBILITY TO PAY ATTENTION TO THE SCORES OF BEING FROZEN NOT THE MACHINES!!

EXAMPLE

FROZEN SITUATION

PLAYER 1

23

PLAYER 2

100

PLAYER 3

25

PLAYER 4

4

PLAYER 4 IS FROZEN

HANDICAPS

MONDAY CINCINNATI LEAGUE:

- **THE HANDICAP SYSTEM BEING USED IS THE SPOT/MARKS (REVERSE) HANDICAPPING SYSTEM.**
- **HANDICAPS ARE CARRIED OVER. HANDICAPS FOR THE FIRST WEEK WILL CONTINUE FROM THE LAST SESSION YOU PLAYED WITH HANDICAPS GOING BACK TO 1 YEAR. IF YOU DID NOT PLAY THE SESSION BEFORE AND IT'S BEEN LONGER THAN A YEAR OF PLAY IN ASSOCIATED VENDING LEAGUE YOU MUST GO IN AS 25.00/2.50 (MEN) 20.00/2.00 (WOMEN)**
- **ANYONE ON THE PRO LIST WILL BE REQUIRED TO GO IN AS A 35.00/3.50**

THURSDAY LADIES REMOTE LEAGUE:

- **ALL NEW PLAYERS GO IN AS A 15.00/1.50 THE FIRST WEEK OF PLAY. AFTER THE FIRST WEEK OF PLAY YOU WILL THEN HAVE AN ESTABLISHED HANDICAP.**
- **TEAMS CAN NOT EXCEED MORE THAN TWO PLAYERS THAT ARE ACTIVE ON THE BULLSHOOTER PRO LIST PER NIGHT OF PLAY.**
- **ANYONE ON THE PRO LIST WILL BE REQUIRED TO GO IN AS A 25.00/2.50**

SUNDAY & WEDNESDAY REMOTE LEAGUE:

- **HANDICAPS ARE CARRIED OVER. HANDICAPS FOR THE FIRST WEEK WILL CONTINUE FROM THE LAST SESSION YOU PLAYED WITH HANDICAPS GOING BACK TO 1 YEAR. IF YOU DID NOT PLAY THE SESSION BEFORE AND IT'S BEEN LONGER THAN 1 YEAR OF PLAY IN ASSOCIATED VENDING LEAGUE YOU MUST GO IN AS A 30.00/3.00(MEN) 25.00/2.50(WOMEN)**
- **ALL PLAYERS THAT ARE ON THE BULL SHOOTER PRO LIST WILL BE REQUIRED TO GO IN AS A 35.00/3.50**
- **ALL NEW PLAYERS GO IN AS 30.00/3.00 (MEN) 25.00/2.50 (WOMEN) THE FIRST WEEK OF PLAY. AFTER THE FIRST WEEK OF PLAY YOUR HANDICAP WILL BE ESTABLISHED.**

THURSDAY HAMILTON/FAIRFIELD LEAGUE:

- **HANDICAPS ARE CARRIED OVER. THIS MEANS YOUR HANDICAPS FOR THE FIRST WEEK WILL CONTINUE FROM THE LAST SESSION YOU PLAYED WITH HANDICAPS GOING BACK TO 1 YEAR. IF YOU DID NOT PLAY THE SESSION BEFORE AND IT'S BEEN LONGER THAN 1 YEAR OF PLAY IN ASSOCIATED VENDING LEAGUE YOU MUST GO IN AS FOLLOWS: MEN = 30.00 PPR 3.00 MPR WOMEN= 25.00 PPR 2.50 MPR**

IT IS THE CAPTAINS RESPONSIBILITY TO BE SURE THE HANDICAPS ARE CORRECT BEFORE STARTING THE MATCH. IF THERE IS A HANDICAP IN QUESTION PLEASE CONTACT ASSOCIATED VENDING(LAURA) BEFORE STARTING THE LEAGUE MATCH.

**** CAPTAINS IF YOU HAVE ANY QUESTIONS PLEASE FEEL FREE TO CONTACT LAURA****

E-MAIL: LAURA@ASSOCIATEDVENDING.COM

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**THANK YOU
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