



2023-2024 Change/Information Sheet



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Changes to dart player's handbook

***** IMPORTANT CHANGES *****

1. PAYMENTS:

Weekly \$7 fee per player (Weekly fee owed for doubles team is \$14, for 4 person team is \$28). The increase of \$1 used only as increased payouts.

In all leagues the weekly \$7 fee will be paid through the bill acceptor on the boards along with the money for the games. Try to use crisp unfolded bills when using bill acceptor. If you get a bill jammed, then use quarters. Deposit quarters slowly one at a time, otherwise will result in a coin jam.

2. SET UP BOARD INCORRECTLY:

If board or players are set up incorrectly it can be corrected if done before hit play button and first match has started. Just use the back button to make corrections.

If you have started the match and the first game is up then can unplug (do not just turn off board, unplug it) board for 2-4 minutes. Plug board back in, the board should prompt you if you want to resume game. Select "NO". You can then start over and choose the correct format/players participating in match. **You will lose your \$7 fee per person for your team and the opposing team fees & will need to input it again. Since you have set up the board incorrectly it will be your responsibility, not BMW's or the bar to cover the fees for your team and the opposing team.** That is why very important to set up board first before putting in any money!

★ (NEW) Other option if you have started the match and the first game is up, play or forfeit the first game as it is set up. Opposing teams choice if they will play or take it as a forfeited win. Then come the 2nd game before you hit start button you can change the line-up.

Never hit the "cancel match" button once the match has started unless you want to lose your team & opposing teams weekly fee plus money for the games. You will be responsible for those lost funds.

3. FORFEITS IN SINGLES LEAGUES:

In singles leagues forfeits will not be allowed. If a player does forfeit the player receiving the forfeit will receive their average wins & losses. The forfeiting player will lose all their payback. If you can not commit to play in a singles league, then please do not play.

4. TEAMS TIED AFTER POSITION NIGHT:

If 2 or more teams are tied with games won for first place after a position night half or third, the tie breaker to determine the winner will be the team with the most match wins for that half/third. If this also is a tie, the secondary tie breaker will be the head to head record of the match in that half/third.

2023-2024 Information Sheet - Important guidelines to remember

1. Sanction Fee: Sanction fee is \$25 per person. Players that pay the sanction fee on week #1 of the season (sanction/exhibition night) qualify to pay the special “start up discount” sanction fee of \$20 per person.

Drop off envelope with sanction fees to collection points: Envelopes will only be collected on the first & second week of the season to collect sanction fees. At the conclusion of the match, one player from either team needs to be responsible to take envelope with sanction fees enclosed and drop off at one of the collection locations. **Ft. Collins/Loveland collection locations** (put envelope in drop boxes): **Emporium** (925 S. Taft Hill Rd, Ft. Collins), **Match-Ups** (625 S. Mason, Ft. Collins), **Matt’s Place** (6013 S. College Ave., Ft. Collins), **Night Shotz** (3329 N. Garfield Ave., Loveland) & **Pitchers** (1100 W. Drake Rd., Ft. Collins). For **Greeley collection locations** (put in slot on dart board): **Key Largo** (3621 10th St, Greeley) in dart board slot, **VFW** (2514 7th Ave, Greeley & **Wylers** (2385 27th St., Greeley).

A. DO NOT PLACE SANCTION MONEY IN A *BLANK* ENVELOPE AND DROP IT OFF! (Yes, it has happened more than once.) Fill out front of envelope & there must be a completed player form for each sanction included in envelope. If no forms or notes are included, then no one will be sanctioned as can not know who sanction fees are to be allocated .

B. Or pay the sanction fee through PayPal. PayPal email bmwbilliards@msn.com, make sure to include a note in notes section on who is paying sanction fee, along with league & team name.

C. Team having a “BYE” on first week still qualify for start up discount rates by paying this fee on second week. If having a BYE on first week, then on second week would also need to pay regular \$7 per person fee plus sanction fees.

D. Captain responsible during regular league play for collecting sanction fees (\$25.00 per person) when a sub plays for first time. If sanction fees are not collected for all regular players and all subs it will come out of teams payback at end of season.

E. On exhibition night only the sanction fees and the quarters for the games need to be paid. Teams will not receive any wins or losses, just players averages will be counted.

F. Monday Master league week #1 will be a regular night of play. Need to pay the sanction fee + the \$7 weekly fee. Still qualify for sanction discount fee if paid on Wk #1.

G. Junior player (player under 21 years old) participating in the Adult/Junior league will need to pay a NDA sanction fee. **Sanction fee for Junior players is \$10.00.**

2. DO NOT PUT ANY MONEY INTO BOARD TILL YOU HAVE SET UP THE BOARD FOR PLAY &

A. You have been in communication with opposing team and know they are at their location & ready to start play.

B. If playing remotely that the board is online.

Neither the bar or BMW will be responsible to refund money if those steps have not been taken.

3. REGULAR PLAYERS: Team can have more than 4 regular players. **Just placing a person on your roster does not make that person a regular player.** In order to be considered a regular player that person must have played a comparatively equal number of games with everyone else on that team.

4. CRICKET ROUND LIMIT SET AT 25 ROUNDS: For all leagues the cricket round limit will be set at 25 rounds. After the 25th round is complete the game will be over and win will be awarded to the team with the highest point total.

5. WINNING ENTRY FEE TO NDA TEAM DART: Winning an entry fee into national competition is for only regular fall/winter season teams, and does not include any summer leagues, the Adult/Junior league, Last Chance Cash league, or any “No Frills” leagues.

6. Make –Ups Games: If playing a make up match contact league office to confirm a board is available and no regular match is scheduled. **Very important to let bars know date of make up match and get their approval.** Regular scheduled matches for that night have priority on board over make up games.

7. WHEN A SUB CAN PLAY: Listing a player on roster at beginning of season does not make that person a legal sub. **Still need to meet substitution limits criteria.**

a. If player average is **0.00 - 19.99** can add **2.00 PPD / .40 MPR** on to average to find a sub.

b. If player average is **20.00-and above** - **sub must be of the same average or lower.**

c. If a league has a cap, a sub cannot be above the league capped limit.

d. **Illegal sub:** A team playing against an illegal player must inform opposing team that night that they have an illegal player. To give them options to change player.

8. **MALFUNCTION OF DART BOARD:** If the dart board is malfunctions during a match unplug (do not just turn off board, unplug it) board for 2-4 minutes. Plug board back in, the board should prompt you if you want to resume game, select "YES". Your credits will remain in the board. Do **NOT** cancel match or select "NO" to continue match, if you do you will lose both teams credits and will be responsible for paying for those lost credits.

9. **SPORTSMANSHIP:** All players and teams should display good sportsmanship at all times. This includes posting negative comments on social media sites about a team/player is bad sportsmanship and will result in actions taken by the advisory board ranging from a warning to be expelled from the league.

10. PPD (Partners Promoting Darts)/TOC (Tournament Of Champions) :

We will need teams signing up to play remote TOC league to check with the league office that a location is available to play on the night they want to play. Regular BMW leagues will take priority on boards over TOC remote teams. A remote TOC team may have to move locations if it is an issue.

11. Any league not offered as a remote league can be played remotely or in person.

REMOTE RULES OF PLAY: Good communication with opposing team is a MUST for a successful match.

Team captains need to be accountable for good communication.

1. If a player throws out of turn and it is caught immediately after he or she throws and BEFORE the opposing team has thrown, the backup feature may be used to allow the correct player to shoot without penalty.
 2. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw counts if it misses the board and bounces out or if it misses the board completely. A player may not throw any darts over again. Dropped darts may be thrown again.
 3. Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn.
 4. "The Dart Board Is Always Right" rule applies for remote leagues. A dart thrown that sticks but does not score or appear on the darts thrown count on the monitor is scored as the board reads. (Only if you are in communication with other team, and they agree can you manually score it.)
 5. If a dart bounces off the board, it is considered a dart thrown, even if it does not score. It may not be thrown again.
 6. 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.
 7. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.
 8. It is each player's responsibility to see that the machine is displaying the appropriate player's name prior to throwing the darts.
 9. If a player throws out of turn or manually scores points and ends the game on that turn, his/her team loses that game. Contact league office so win can be changed to opposing team.
 10. If player reached zero in round in which that player or that player's partner committed a foul, that team loses the game.
 11. Breaks: Guideline, take one short break between 01 & cricket. Multiple breaks are considered bad sportsmanship.
 12. All general NDA rules of play will apply. See the NDA rule sheet for complete list of rules.
- (For rule clarification or rulings please contact certified referee Jeff Gilchrist 970-889-0201)