

BMW'S NDA DART LEAGUE PLAYERS HANDBOOK

Contact Information:

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Website: bmwbilliards.com Facebook: BMW Billiards

STANDINGS: Standings/schedules will be posted on BMW website at <http://bmwbilliards.com>
Standings and schedule can also be viewed on your home bar dart boards.

CAPTAIN RESPONSIBILITIES

1. FORMING A TEAM:

- Player History Average List Booklet: All players from past BMW Billiards league will have a combined history PPD/MPR value from last season when 9 games or more has been played of cricket and 9 games of 01. If you did not play last season, but have played in previous years, please contact the league office for your history average. This list has the value a player must use when calculating their team PPD/MPR.
- When forming a team, no player on the team can have a personal PPD that is more then 2.00 above the cap limit for the leagues that are 19.50 and lower. No player on a team can have a personal PPD that is more then 3.00 above the cap limit for leagues that are in the range of 19.55 thru 22.00. (Example: In a 18.50 cap league no player can be above a 20.50 PPD or in a 20.00 cap league no player can be above a 23.00 PPD.) There are no restrictions on a players personal PPD for leagues that are higher then 22.55.
- If you have more than 4 regular players on your team - then take the 4 highest individual PPD/MPR's to calculate team PPD/MPR value.
- If a player does not have an established PPD/MPR, or is a new player, their beginning average used to form a team will be **17.00 PPD/1.70 MPR for Men and a 14.00 PPD/1.40 MPR for Women**.
- If a player has an established average from another league, they must report that average. Failure to report an existing average could result in their expulsion from the league.
- Players of "**known ability**" that do NOT have an established PPD/MPR will be assigned a PPD/MPR value. This also applies to steel tip throwers. The advisory board will set an average for that player that will be as fair as possible.
- It is the teams responsibility to make sure their team and all players are legal for the league in which they want to play. Any regular player can report an illegal team or player. Once the office is made aware of the illegal team/player, the team will be subject to forfeiting all games won when the illegal player participated.
- No teams names will be allowed with any type of profanity.

2. PLAY START TIME** Important be considerate and show up on time

Know start time for league you are playing. **All line-ups need to be finished by start time and play started.**

A. It is recommended captain or team representative show up 10 to 15 minutes before start time to be ready to play at start time.

B. If a team (4 person or doubles) is missing one player, play must still be started. When the missing player's game is up, on that position the machine is left at 501. Same for cricket, missing player's turn is passed. Should a team start a match with a player missing, and that player then becomes available, that player may complete the remaining games.

On a 4 person team if two players are missing, the same procedure should be followed. Games where the two missing players are partners, will be forfeits. If three players are missing, all games shall be forfeits.

C. If the whole team is missing, teams will have a 15 minute grace period. At fifteen minutes past start time (regular time, not bar time), unless team has been previously notified, the forfeit rule will apply to the late team. (See section "Forfeits" for the forfeit ruling.) Any mutually agreed upon changes in the schedule must be made before the scheduled match, and the league office notified 970-391-7664.

3. RULES:

The recognized official rules of play will be the NDA rules. Please see the NDA rule sheet. Also see remote rules of play on page 8.

Complete dart must not exceed **20 grams** each in weight.

Rule Reminders :

(1). Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul.

(Please see rule sheet under “Fouls”)

(2) Back Up Button should be used to correct the following players errors: shooting out of turn, wrong player shooting, manually scored darts. (See “Player Correctable Features” on rule sheet.) For any other errors, both team captains need to agree to use the back up button, before correctable feature can be used.

4. SETTING LINE-UPS:

- Home team places line-up first.
- You can play with 5 players on a team. The player that is sharing his position, must finish all of the 01 games, then the 5th player can come in and play all the cricket games. Only one position can be shared between 2 players. There is no rotating between 3 or more players or customizing line-ups.
- In all matches there must be a minimum of 2 regular players to play match (on a 4 person team), unless approved by league office prior to match.
- All players involved in the match must be the same players listed on the board. If a person plays under a false name, the team he is on will be subject to penalties ranging from: forfeiting all games he was involved in, to being disqualified from the league system.

5. SHOT CLOCK:

Due to complaints on pace of play the Shot Clock will be used. **All leagues with the exception of some in-house leagues will be using the shot clock.**

A. As soon as start is pressed for play to begin for each game the shot clock will start. Shot clock will be set at **30 seconds**. Each dart needs to be thrown within this time limit.

B. If a player does not throw first dart in time will lose all 3 darts.

C. If there is an emergency and it is your time up at the board, you can press the down arrow to pause the shot clock for 10 to 15 seconds. Example of such emergency would be getting up to throw line and realize only have 2 darts, or missing a flight on a dart. The pause feature should not be over used for non-emergency situations, as that will be considered bad sportsmanship.

D. If planning smoking or bathroom breaks, make sure the other team is aware so you do not hit the start game bottom till ready.

6. 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 the win will be awarded to the team with the highest point total.

7. Example of how many credits needed per match:

4 PERSON TEAMS PLAYING 13 GAMES- 6 GAMES 501/6 GAMES CRICKET/1 GAME 501

\$30.00 in quarters for the match. Per team \$15 each

\$15 divided by 4 players = **\$3.75** per person

4 PERSON TEAMS PLAYING 9 GAMES– 4 GAMES 501/4 GAMES CRICKET/1 GAME 501

\$21.00 in quarters for the match. Per team \$10.50

\$10.50 divided by 4 players = **\$2.75** per person (An extra .50 will be left in board as credit)

TEAMS PLAYING 9 GAMES– EXPRESS DOUBLES

\$19.50 in quarters for the match. Per team \$9.75

\$9.75 divided by 2 players = **\$5.00** per player (An extra .25 will be left in board for credit)

TEAMS PLAYING 13 GAMES- 501/CRICKET (or CRICKET/501) DOUBLES

\$25.50 in quarters for the match. Per team \$12.75

\$12.75 divided by 2 players = **\$6.50** per player (An extra .25 will be left in board as credit)

TEAMS PLAYING 3 PERSON TRIPS—10 GAMES

\$19.50 in quarters for the match. Per team \$9.75

\$9.75 divided by 3 players = **\$3.25** per player

8. PAYMENTS: Sanction fee & *weekly \$7 fee*

Yearly NDA Sanction Fee

A. Week #1 of the fall/winters season is sanction/exhibition night . Sanction fee is \$25 per person. Players that pay the sanction fee on week #1 of the season qualify to pay the special “start up discount” sanction fee of \$20 per person. Start up Discount” is only available in week #1 of the season on exhibition/sanction night. Please fill out a player information sheet for each player paying sanction fee. Sanction fee expires on August 31st.

B. 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 & **Wyler’s** (2385 27th St., Greeley). Contact league office at 970-391-7664 if this is not possible.

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.

There will be a \$20 service fee charged on each bounced check. If the player does not take care of the bounced check, then the amount it was for along with the service fee will be taken out of the teams payback at the end of the season. It may also result in referral to a collection agency.

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.

Weekly \$7 fee per player (Weekly fee owed for doubles team is \$14, for 4 person team is \$28)

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.

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.

9. SETTLING DISPUTES:

a. Please refer to the rule sheet for a detailed list of NDA rules on the game.

b. Captains shall be responsible for settling any disputes that might arise during a match.

c. The team captains and players are expected to be adults, decide what to do and continue match. If a dispute can not be settled, call the league director for final ruling (970-391-7664).

d. Unsportsmanlike conduct will be dealt with in one of two ways. 1) one warning before disqualification

or 2) Immediate disqualification. A night of league play is for entertainment and should never result in name calling or profanity.

- e. If there is consist problems with a player, the board of advisories will be called to meet and decide on what action should be taken with that player.
- f. If a dispute should result in a physical confrontation, it will be up to the discretion of the league office to disallow the player(s) involved in the fight to participate in the league.
- g. If a player uses profanity towards a league director, league technician, or league office worker, it will be considered bad sportsmanship. And that player could be immediately disqualified.

10. 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.

Only 1st place team receives their entry paid (not including pre paid board fee) to nationals for one event. If that team is not going then the 2nd place team will have their entry paid (not including pre paid board fee). It does not go beyond 2nd place if the 2nd place team is not going.

There will be a required **CASH** deposit of entry fee money from teams that want to attend and have won their entry fee paid. The teams will get back this cash deposit in Vegas. If they do not show up the deposit will be placed in the travel fund money for the next season.

- a. Players must be 18 years old or older in order to participate in the nationals at Las Vegas. (N.D.A. rule)
- b. If a league is 8-18 weeks long only 1/2 of the entry will be paid. Leagues over 19 weeks long will have the entire entry fee paid.
- c. The team that wins their entry fee paid must have a minimum of 3 regular players attending the nationals to have the complete fee paid (not including pre paid board fee). If only 2 players are going then only 1/2 of the entry fee will be paid. The remaining 1/2 will be applied to the 2nd place team if they are going.
- d. The team that wins their entry fee paid in a doubles league, have their choice of having one doubles entry paid or 1/2 of one 4 person team event (not including pre paid board fees). As long as the same two players are regulars on the team.
- e. All players who will be attending Team Dart championships must be sanctioned by December 1st. And all players attending must play a minimum of 96 league games by February 9, 2024.
- f. Junior players wanting to attend the NDA Junior Tournament must play a minimum of 48 games.

11. A player must be in **good standing** with BMW, NDA and TOC to qualify for tournaments. Tournaments included but not limited to are: Colorado NDA State, NDA Team Dart, BMW MIP, and TOC.

12. Complete dart must not exceed **20 grams** each in weight.

13. DO NOT EXPECT A COMPLIMENTARY BAR ROUND!! IT IS NOT A RULE!

The current economy and drinking and driving laws have affected bars income. Bars cannot economically anymore offer a free bar round. It is up to each individual bar as to their policy on offering any type of complimentary bar round. All players need to recognize that bars do not have to give any free drinks.

14. 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. This 96% of the time will clear board issues and can continue match. If board is still having issues and the match can not be completed. Captain will need to call the league office (970-391-7664) for possible other ways to repair dart board. If dart board can not be repaired, then can move match to another dart board, re-coin board and skip games already played. Will need to let league office know how much extra in quarters were paid. Or can play on another board and keep track manually of games, by inputting at the start of each game handicap if spot point/mark league.

15. **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 & 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!

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.

16. PLAYER BANNED FROM BAR

If a player has been banned (86'd) from a location, then they must find a legal sub when they are to play at that bar.

17. PLAYING AT A DIFFERENT LOCATION THEN SCHEDULED

If a team contacts opposing team and moves match without approval of scheduled home bar and the league office, the home team will receive all loses for that night. If a team wants to move a match they must contact home bar and league office and get approval from both.

18. TEAM WANTS TO CHANGE HOME LOCATION AFTER LEAGUE STARTS

If a team wants to change home bars after the league is in progress, the team must first contact the league office. Then contact current home bar location. It is only with the approval of the current bar location that a team can move to a different bar.

19. TEAM DROPS OUT BEFORE END OF SEASON

Any team that drops out of the league before the end of the season will forfeit all monies paid. If a player(s) from that team would want to play in future leagues, then it would be up to the discretion of the advisory board for further penalties. Penalties could range from: ban all players for a minimum of a one year period, or collect all money in advance for the next season, or assess no penalties.

PPD & MPR SKILL RATING SYSTEM

The official NDA rating system uses averages by PPD (points per dart) and MPR (marks per round). Average PPD and average MPR are just what they express, an average. PPD is total points scored divided by the number of actual dart thrown. A 301 game won in 9 darts will result in a 33.44 PPD. MPR is total marks scored divided by the actual darts thrown, then multiplied by 3. This calculation will accurately consider any round where less than three darts have been thrown. A Cricket game where 57 total marks have been scored with 51 actual darts thrown will result in a 3.35 MPR. Both PPD and MPR will be calculated to the hundredth, displaying the average with two digits behind the decimal point.

Example PPD: In six games of 501 player #1 has 194, 145, 0, 193, 105 and 37 points remaining for a total of 674 points. Since he has played six games of 501 he had a possible 3006 (501 x 6) total points. In these games he threw 14, 11, 10, 20, 15 and 12 actual darts for a total of 82 actual darts thrown. Using this information you subtract 674 from 3006 to determine the total points scored, which is 2332. Now you divide 2332 (total points scored) by 82 (actual darts thrown) for a PPD of 28.44. The player with 0 points remaining per each game is that games winner. There is no need for additional markings to indicate who won the game.

Example MPR: In six games of cricket player #1 has 10, 7, 10, 12, 7 and 8 total marks scored for a total of 54 total marks scored. In these games he threw 12, 15, 12, 15, 9, and 7 actual darts for a total of 70 actual darts thrown. Using this nformation you divide 54 by 70, which is .77. Now you multiply .77 (marks per dart) by 3 (to convert to rounds) for a MPR of 2.31. Circle the player in each game that wins that game.

HANDICAP: SPOT POINTS & SPOT MARKS

- In all leagues (except Masters) players will play with their combined history average for the first 3 weeks.
- A players spot points will be calculated by the board from using PPD averages. When there are 4 players, playing 501 the player with the highest PPD will always start at 501, the other players according to their PPD's will have points taken away from 501. The lowest PPD player will have the greatest amount of points subtracted from 501. This spot point total will change from game to game as the board refigures how many points to subtract by who is playing in each game. So a players spot point will NOT be consistent, but vary from game to game. Spot marks work in the same manner for cricket games, only MPR averages will be used to determine spot marks.
- A players PPD can not be lower than 5 below the PPD cap limit in any 301 league play. Meaning that in a 17.50 league a player can not have an average less than 12.50. If a player does have a lower average they can still play, but they will need to edit their average to 12.50. The only exception will be in the mixed leagues where a team must be comprised of 2 females. In the mixed league if playing 301, the females can not be lower than 6 below the PPD cap limit. This does not include females who play in open leagues.

- d. ***There are no restrictions on how low a players PPD average can be in the 501 league play.***
- e. A new player will not have spot points/marks for 1 week.
- f. Regardless if the player is too low or has not played enough weeks, games played will stand as played. It is the captains responsibility to check PPD/MPR's of the players.
- g. There will be no handicap used in Master leagues.

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.

UNDERAGE PLAYERS (for regular leagues):

A team can only have ONE player under 21 on the team. **One of the underage players parents must play on the same team. It is the captains responsibility to call the league office and tell them of any player on their team that is under the age of 21.** If the league office agrees to that person playing then the captain must call ALL bars that their team is scheduled to play at and clear from them that it is permissible to let that underage player come into their bar on a weekly basis. When the underage player arrives at bar, they need to report to the bartender or waitress and inform them they are the underage player. **If a bar does not allow under age players into their bar it is the teams responsibility to find a sub for that player on the night they are to play there.** BMW Billiards is not accountable to call the bars, find subs, or reschedule matches.

Please Note: The leagues are conducted in bars at late hours. There may be language and conditions not best suitable to a young player.

IF UNDERAGE PLAYER VIOLATES POLICY

If league office or bar is not informed of underage player, then that player will be placed on probation. Players advisory board will meet to decide on how long underage player will not be allowed to participate in league system. If same player keeps violating rule of not notifying bars of age, then player will be expelled from league until they are 21 years of age. Any underage player that violates any bars policies will also be expelled till they are 21.

SUBS:

1. SANCTION FEES:

All subs are required to pay the **\$25.00 sanction fee** their first night of play and **complete player form.**

Will also need to pay the \$7.00 regular fee. (See page 3 if including subs sanction fee on first night of play.)

2. 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.
(In the extreme cases of a player having to low of an average to be able to find a sub that meets the PPD and MPR criteria, it is the leagues office discretion to allow a sub to meet just one of the criteria of only the PPD or MPR average. As long as the other average is within a reasonable range.)
- b. If player average is **20.00-and above - sub must be of the same average or lower.**
A sub needs to be the same or lower for both PPD and MPR limits in order to be eligible to play.
- c. If a league has a cap, a sub can not be above the league capped limit. Example Wednesday 25.00 league, a sub can not be above a 25.00 average.
- d. **If a player has a history average, will use this average when subbing on other leagues.** Once has played 3 weeks, will have a new established average for that league.
- e. If a sub is playing for the first time this season, and does not have a history average, but has an established average in another league he will then use that average to determine whether the sub is legal. The sub will need to use this average for 3 weeks, until they have an established an average for that league.
- f. If you want the subs name and average to be downloaded to the board for a match, must notify the league office at least one full day before the match is to be held. If you do not contact league office, then subs name and average can be entered into board by captain. Captain must enter subs name and **average** of the player at this time.
- g. If a sub is a **new player**, and has no established PPD/MPR in current league season or past leagues, and is not a player of "known ability", then that player will use an average for **males of 17.00 PPD/1.70 MPR and for females 14.00 PPD/1.40 MPR.** This average will be used to determine whether the sub is legal, not for handicap points. New player will not have handicap for one week.

- h. A person can not sub on another team in a league in which he/she is a regular player. (For instance a team has a make up game, they can not use a regular player from that night as a sub.)
- i. **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.
Any regular player can report an illegal sub in the league that they play **within 3 days** of when the standings were posted. Once the office is made aware of an illegal sub, the team with the illegal sub will be subject to forfeiting all games won when the illegal sub played. This will include games that the illegal sub's partner won, because the illegal sub still participated in that win. If an opposing team agrees to let an illegal player sub, any regular player in that league can still report the illegal sub. As an illegal sub could affect more than just that match outcome, that player could affect the standings of other teams. The eligibility of the sub will be determined by the subs established average as of the day the match was played.
- j. In the Master league there are no restrictions on average of a sub (exception of position and playoff nights).

3. HANDICAP OF SUB: **Spot Point/Mark**

- a. If a sub has no established handicap for a night he is to play, but does have an established history average - he uses his history average, and enters in as a new player with that history average.
- b. A new player should not have spot points/marks for 1 week.
- c. If a sub is playing for the first time, but has an established average in another league: This sub's average can be edited and receive handicap on his first week of play.
- d. Regardless if the player is too low or has not played enough weeks, games played will stand as played. It is the captain's responsibility to check PPD/MPR's of the players, and number of weeks played.

4. SUB ON POSITION NIGHT:

On the last night of play for any half or third (usually called position night), a team can only bring in subs that have played a minimum of 1/2 of the scheduled matches anywhere in the BMW league system. And their PPD/MPR rating must be the same or lower than the person they are replacing.

In the summer league a sub on position night must have same PPD/MRR or lower, and must have played minimum 1/2 the summer season or 1/2 of the past regular season anywhere in the BMW league system.

5. SUB ON POSITION NIGHT FOR THE MASTER LEAGUES:

On the last night of play for any half or third (usually called position night), a team can only bring in a sub who has an established average in the current BMW system. Established average defined as a minimum of 3 weeks played. Or the sub must be on the BMW list of dart player averages from the previous season. And their PPD/MPR rating must be the same or lower than the person they are replacing.

6. SUB ON PLAY-OFF NIGHT:

On the Play-Off night at the end of the season, a team can only bring in subs that have played a minimum of 1/2 the season anywhere in the BMW league system. Their PPD/MPR rating must be the same or lower than the person they are replacing. The league office does need to approve the sub for a play-off match.

7. SUB BECOMES REGULAR:

If a sub becomes a regular player the team's PPD/MPR still needs to be in original cap limit. Same rule applies as all other teams formed.

8. LEAGUE OFFICE IS NOT RESPONSIBLE TO FIND SUBS:

It is the captain and team's responsibility to find subs!! If the league office is called to find a sub, there is no guarantee a sub can be found, especially on a last minute notice. It is also up to the team either to cover the sub's fee or make the sub pay. (Remember it might be easier to get a sub if they do not have to pay.)

REMOTE MATCHES

Playing in a league that is not offered as a "Remote" league, but team opts to want to play match remotely: Any non remote league can be played remotely or in person. For remote leagues very important to have good communication with opposing team. **Before coining up board to start match, make sure team is there and ready to start.** If opting to play match in person, then visiting team needs to notify home team.

When playing remotely please make sure to communicate to opposing team if you are having board difficulties, need a break, etc. Just do not leave the opposing team “hanging” by not letting them know why you are not playing. This is considered bad sportsmanship.

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 a player reached zero in a 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)

MAKE-UP GAMES

1. EMERGENCY & NON-EMERGENCY SITUATIONS:

- a. Emergency: If you have to cancel a match because of a snowstorm, etc. the captain of the team canceling must call the league office (970-391-7664), notify the team they are playing that night, and the bar where they are to play at must be notified of the cancellation. The league office will help you contact the people you need to call.
- b. **If there is a non-emergency situation the league office needs to know 5 days prior to the match. Call the office - 970-391-7664 !!!** The league office will help you contact the people you need to call. **Opposing team needs to agree to schedule a make up game.** Team rescheduling must notify the league office of the date for make up game, this way the league office will have documentation of agreed date for make up. Canceling team needs to notify the bar where match was to play of cancellation, and date of make up match.
- c. If you have a last minute non-emergency situation you can call the league office. The office will give you the phone number of opposing team, you can ask the team if they would schedule a make up game with you. They do **NOT** have to reschedule. If they say no to the make up you must find subs and play the match, if they do agree to the make up you must make sure to set a date for that make up match. If the team agrees to a make up, the team rescheduling must then notify the league office that the other team has agreed and the date for the make up. This way the league office will have documentation of the agreed make up. Team needs to notify the bars of the cancellation.

2. HOW TO SCHEDULE MAKE-UP:

- a. A postponed match must be made up within 2 weeks after the scheduled match. Let the office know when the make-up will be taking place.
- b. If the teams can not agree on a make-up date after the 2 week period, contact the league office. The league office will ask for 5 dates from each team. If there are no matching dates, the league office will choose a random date that is not on either list. Any teams not playing decided match will automatically forfeit.
- c. Any postponed matches before a position night, match must be made up at least 2 days before position night.
- d. **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.**

3. MATCHES NOT PLAYED WILL BE A FORFEIT:

Any make up matches not played before a position night that ends a half or third will result in a forfeit for both teams.

4. NEW TEAM REPLACING DEFUNCT TEAM:

If a team quits the league and a new team is formed to take their place, they must do make-up games with teams that received a forfeit from previous defunct team.

FORFEITS

1. OPTIONS IF A TEAM IS LATE:

a. If a team is over **15 minutes** late without prior arrangements, the opposing team captain may call a forfeit. After the fifteen minute grace period the opposing team captain has the following options:

1. Accept the forfeiture. At this time the team captain will need to notify the league director or coordinator that they are taking the forfeit. That way the league office has been notified and the time the forfeit was taken can be documented. Please call 970-391-7664.
2. Demand that the match be rescheduled.
3. Continue to wait for the tardy team.

b. If a team is missing one player, the match can be played (including doubles leagues). When the missing player's game is up, on that position the machine is left at 501. Same for cricket, missing player's turn is passed. Should a team start a match with a player missing, and that player then becomes available, that player may complete the remaining games. On a 4 person team if two players are missing, the same procedure should be followed. Games where the two missing players are partners, will be forfeits. If three players are missing, all games shall be forfeits.

2. SCORING A FORFEIT:

a. In scoring forfeits, the forfeiting team receives all losses and no wins. The team receiving the forfeit receives all wins and no losses, **except** when a forfeit is taken during the **last 3 weeks** of any half. *Then the team receiving the forfeit will receive the higher team win percentage between the two teams.*

b. When leading 1st place team loses due to receiving a forfeit and only getting their average wins, in the last week of any half, the two 1st place teams will play a play-off.

3. BEING IN 1ST OR 2ND PLACE DUE TO A FORFEIT BEFORE A POSITION NIGHT:

In the week before a position night that ends a half or third- if the 1st or 2nd place teams are there due to having received a forfeit earlier in the same season, then in that match when they received the forfeit that team will get only their average wins & losses, using their average from the time when the match was to be played.

4. HOW TO PAY FOR FORFEIT:

a. **A team receiving a forfeit must pay for the forfeit!!** Failure to do so will result in a forfeit against both teams. **In order to receive your forfeit points you must pay the regular weekly fee of \$7.00 per person.** Enter your team as home team & visiting team in board. This will single board match is a forfeit and pay your weekly fees through board.

b. Forfeiting team will have their share of regular nightly fee deducted from team payback at end of the season.

5. CONTINUOUS FORFEITING:

If a team forfeits 3 consecutive weeks or 4 times during a season they will be subject to forfeit all prize money at the end of the season.

6. FORFEITING IN THE LAST 4 WEEKS OF THE SEASON-AUTOMATIC LOSS OF PAYBACK

If forfeiting in the last 4 weeks of the season it will be an automatic loss of all payback pending discretion of the players advisory board. The team receiving the forfeit must contact the league office that night (970-391-7664), so a meeting with the advisory board can be arranged.

7. TEAM DROPS OUT OF LEAGUE:

a. If a team drops out of the league in the first 4 weeks of a season then the teams that have played the forfeiting team will have their money refunded (not including the quarters for the games) and will have their team wins earned against that team subtracted. If a team drops out after 4 weeks into a season then the teams that already played that forfeiting team receive all wins. And the teams that have yet to play the forfeiting team need to pay the correct forfeit amount (see above) and will receive all wins. This will be the only exception for Rule #2 - in the last 3 weeks of a season, the team still receives all wins. But not including a position night.

b. If team is replaced with a new team see rule #4 under Make-Up Games.

8. 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.

"POSITION NIGHT" & PLAY-OFF NIGHT

(The following rules only pertain to the position nights that are the last week in any half/third.)

1. BYES ON POSITION NIGHT:

- a) If the position night is a regular night of play and does not end a half or third of a season, then the last place team will have the BYE. The team will then receive their average team wins and losses.
- b) If the position night does end a half or third of the season, and the first place team has already mathematically won that half/third, the BYE will be given to the first place team. They will receive their team average wins and losses.
- c) If the position night does end a half or third of the season, and the first place team has not mathematically won that half/third, then the last place team will receive the BYE. They will receive their average team wins and losses.

2. TEAMS TIED BEFORE POSITION NIGHT:

If 2 teams are tied going into position night, the team with the most match wins for that half/third will determine lead team. If this also is a tie, the secondary tie breaker will be the team with the highest combined PPD/MPR average will determine the leading team.

3. 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.

4. BEING IN 1ST OR 2ND PLACE DUE TO A FORFEIT BEFORE A POSITION NIGHT:

In the week before a position night that ends a half or third- if the 1st or 2nd place teams are there due to having received a forfeit earlier in the same season, then in that match when they received the forfeit that team will get only their average wins & losses, using their average from the time when the match was to be played.

For leagues that do not have a position night (example some summer leagues), then in the week before the league ends (or end a half/third) the same above rule will be in effect.

5. SUBS ON POSITION NIGHT:

On the last night of play for any half or third(usually called position night), a team can only bring in subs that have played a minimum of 1/2 of the scheduled matches anywhere in the BMW league system. And their PPD/MPR rating must be the same or lower than the person they are replacing.

In the summer league a sub on position night must have same PPD/MRR or lower, and must have played minimum 1/2 the summer season or 1/2 of the past regular season anywhere in the BMW league system.

6. SUB ON POSITION NIGHT FOR THE MASTER LEAGUE:

On the last night of play for any half or third(usually called position night), a team can only bring in a sub who has an established average in the current BMW system. Established average defined as a minimum of 3 weeks played. Or the sub must be on the BMW list of dart player averages from the previous season. And their PPD/MPR rating must be the same or lower than the person they are replacing.

7. RELOCATION OF MATCHES ON POSITION NIGHT

If a location does not have enough equipment to hold all the matches that should be played there, the lowest placing team will be rescheduled to play at another location.

8. SUB ON PLAY-OFF NIGHT:

On the Play-Off night at the end of the season, a team can only bring in subs that have played a minimum of 1/2 the season anywhere in the BMW league system. And their PPD/MPR rating must be the same or lower than the person they are replacing. The league office does need to approve the sub for a play-off match.

9. 8 TEAM LEAGUES:

Leagues where there are 8 teams will have 1 winner for every third. At the end of the season if there are different winners the play-off will go as follows:

a. If 3 different winners, a round robin play-off will be scheduled, home team will be the team with the greatest win percentage for entire season (all 3 thirds added together). Winner is team with most playoff match wins at end of the 3 matches. In case of a tie, there will be one additional game of count up added to all playoff matches. Where all 4 players play on one score. (2 players on doubles league). So if there is a tie in match wins, the tie breaker will be the team that has the highest accumulated count up score in the playoff matches.

b. If one team wins 2 of the thirds and a different team wins 1 of the thirds, then the team that only won one must beat the team that won two of the thirds twice. Home team will be the team with the greatest winning percentage. If there is a double match it will be decided by a flip of a coin as to which location will receive the match.

10. TEAM WINS HALF/THIRD BY RECEIVING AUTOMATIC WINS DUE TO OPPOSING TEAM HAVING AN ILLEGAL SUB: If a team is bumped out of first place contention by a team that has received automatic wins due to an opposing team having an illegal player, there will be a playoff between the two teams. Exception: if the team was the one with the illegal players.

11. HANDICAPS:

Handicap of spot points/marks will be used on position & play-off nights for leagues that normally have handicaps.

12. WHO WILL BE HOME TEAM FOR PLAY-OFF MATCH:

Who will be home team will be determined by the team that has the greatest win percentage. In the event that there is a tie then the team with the most match wins for the season will determine lead team. If this also is a tie, the next tie breaker will be the team with the highest combined PPD/MPR average will determine the team that will receive home field advantage.

13. PLAY-OFF SCORE SHEET:

On the play-off night there will be a special score sheet used for the leagues that play x01/cricket, playing a best of match. The score sheet will alternate games between x01 and cricket.

14. DETERMINING 2ND PLACE (and lower):

The winner of the play-off match will determine only the 1st place team. Second place on down will be determined by adding together the teams wins from both halves/thirds of the season.

SMOKING POLICY:

In any location that has a no smoking policy, please plan any smoke breaks ahead of your time up to the board for a match. Please be considerate and consult your captain and the score sheet when you will be up next before leaving for a smoke break. Any team or player who is consistently not available to play a match will be considered bad sportsmanship and brought before the player advisory board.

In the doubles and triples league where there is constant play with all players, please be considerate and try and reach a compromise with opposing team on smoke breaks. If it becomes a problem, the player advisory board will meet and set a rule for scheduled smoke breaks.

COMMON COURTESY POLICY:

Once a match is started it is common courtesy to be at board when it is your turn at board. Please be considerate and do not keep the other team waiting.

No practice darts for all players in match, once match starts.

SPORTSMANSHIP: All players and teams should display good sportsmanship at all times. Sportsmanship is defined as: fair conduct: conduct considered fitting for a sports person, including observance of the rules of fair play, ***respect for others***, and graciousness in losing.

Positing 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.

If playing match remotely please make sure to communicate to opposing team if you are having board difficulties, need a break, etc. Just do not leave the opposing team “hanging” by not letting them know why you are not playing. This is considered bad sportsmanship.

Camera feature: On all G3 league matches camera records your league match. If you have a team that is playing someone under a false name, or a player who is behaving badly. Inform league office of name of the player and the game number (and if possible round number) that offense took place. League office will replay camera footage and if a complaint seems to be warranted, share the footage with the advisory board. The board will then decide the fate of the offending player. Decision could result in a warning, taking away wins to expulsion from league.

PROTEST PROCEDURE

1. WHO CAN PROTEST:

Authority to protest rests with the captain, with the exception of an illegal sub. (See section under “Subs”)

2. HOW TO PROTEST:

- a. If a match is under protest contact the league office.
- b. Protest must be in writing and be presented to the league office within forty-eight hours after the game. Email protest to bmwilliards@msn.com
- c. The league office will review the protest and confer with the other captain involved, and then render a decision. The league office has the authority to disregard any protest not properly presented.
- d. The two team captains will attempt to settle all disputes. If they can not agree it will be ruled upon by the league office.

Force Majeure

For unforeseeable circumstances such as war, earthquakes, disease, etc. the league office will make the best informed decision considering the safety for the players to cancel or suspend league play.

Mask Mandate: If county where league plays is being played has a mask mandate then all players in that county will need to wear a mask during league play.

END OF THE SEASON AWARDS AND PAYOUT

1. **BMW PLAYER TOURNAMENT:** Players that have played a min. of 80% of the BMW league season and have been most improved player will qualify for the BMW’s Most Improved Players Tournament. Exception: BMW players in Mon. Masters that have played min. 80% will be eligible to participate in tournament.
2. **SPECIAL AWARDS:** Players must have played 80% of the league season in order to qualify for any special award, such as MVP, top gun, etc.
3. **MVP—** MVP will be chosen by the player with most wins, in each league.
4. **PAYOUT CALCULATION:** Payout will be calculated by total team wins receiving 2/3 of the price fund, and total team loses receiving 1/3 of the prize fund.

Summer: All teams will divide the total payout equally. Exception any Master league.

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

BMW is a member of the PPD/TOC group.

Information is long & confusing. **If interested, go to their website at www.dartstoc.com**

BMW players can participate in PPD remote leagues. This would make those players eligible to play in remote tournaments.

Remote games through TOC remote league do **NOT** count as game qualifications toward NDA Colorado State tournament or NDA Team Dart in Vegas tournament. (This is an NDA rule.)

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.

For more information on PPD/TOC visit: www.dartstoc.com

