

Matches

Start Time

1. Leagues start promptly at 7:30PM. You have until 7:45PM (15 minutes) to arrive and start the match. If you have not arrived nor communicated with the other teams' captain prior to 7:45 than your team will forfeit the match.
2. If your team is unable to begin at the scheduled time, you can call your opponents captain to arrange a later start time. Both captains must agree to the new time.
3. Failure of this will result in a forfeiture of the game. This means you will lose all games scheduled for that night.
4. Only if regularly scheduled match is rescheduled for another night the dart coordinator must be contacted.

Rescheduled Matches

1. All missed matches must be made up prior to the final two matches of the season.
2. Any rescheduled matches must be played within 3 weeks of the original scheduled date unless approved by the dart coordinator.
3. Matches can only be rescheduled due to weather, bar closures, or extenuating circumstances and the dart coordinator must be contacted.
 1. Forfeited matches can not be rescheduled for a later date.
4. Rescheduled matches can be made up on any night or time that is negotiated between the two teams' captains.

Schedule

1. You must play every team on your schedule. There will be no picking and choosing which teams you would like to play. The dart coordinator will set the schedule prior to the beginning of the session. Once the schedule is completed, it is final. No changes.

Forfeitures

1. If your team forfeits 2 or more matches in the session or 2 consecutive matches, regardless of reason, you will not be welcomed back to the league.
 1. You will lose all of your prize money and league fees if this occurs.
2. No team is allowed to forfeit their matches in the last two weeks of the session.
 1. Matches during last 2 weeks with schedule conflicts should be arranged to be played in advance.
 2. If a team forfeits one of their matches in the last two weeks then the winning team does not get the "Wins" for the match. The league is based on percent wins and not overall wins so it will not affect the outcome of the league.
3. Any subs and/or matches that are being protested must be communicated to the dart coordinator within 24 hours of the occurrence.

Subs

Acceptable Substitutions

1. Only same level of players or lower are allowed to sub in your match. If your team is throwing in a lower division, you may not use an upper, or “a”, division player as a sub.
 1. If this occurs you will automatically forfeit all of the games the sub played in.
 2. However, if you are throwing in an “open,” “master,” or “upper” league you are allowed to use any level of player to sub.
2. Subs will need to be approved by the dart coordinator during the last 2 weeks of the session in order to compete.
 1. The dart coordinator will need first and last name and other leagues the sub has played in to ensure a faster approval time.
 2. It is preferred that the sub has played in at least one match during the current session.

Other Substitutions Rules

1. Subs who play in 3 or more matches during the course of the session will be required to pay the annual NDA sanctioning fee.
 1. Sanctioning fees (\$10/year) – To be sanctioned through the NDA all players must pay \$10 per year and meet a certain amount of games. The fee will be automatically taken out of the prize money that each team receives at the end of the league.
 2. Players will only this fee once per year.
2. Allowing subs to play will result in:
 1. In less games played by the player that is out and could result in not meeting the required minimum of games required to be eligible for certain tournaments and/or events.
 2. The amount of the payout the members receive at the end of the session will be reduced.

General Rules

1. Throwing line will be 8' from face of the board. You may step on, but not over the line before releasing your dart. If you do so, 2 warnings will be given. First time will result in the loss of next dart; second time will result in the loss of the game.
2. If a dart is thrown before machine is ready, you lose that dart.
3. A dart thrown is a dart shot. Dropped darts may be picked up and thrown.
4. You may score any dart that sticks in the board and doesn't count as long as you didn't throw before your name is in yellow. You should proceed to count it before another dart is thrown. To avoid any controversy, the opposing team captain **must** score dart.

Cheating

Dart Board

1. The dart boards are not always perfect. If a score is displayed that does not match the location of the dart thrown you may back up and correctly score any dart that sticks in the boards.
 1. Please note that this is not allowed at NDA sanctioned events or tournaments. This rule only applies to our league.
 2. At least one player from the opposing team must verify the incorrectly scored dart before it is removed from the board in order for you to get the marks.
 3. You are only allowed a certain number of “back-ups” per night.
 4. If there is an issue with the board incorrectly scoring, please place a call with Pioneer Vending at 513-661-5000 or contact your dart coordinator.

Bad Behavior

1. Bad or inappropriate behavior will not be tolerated on any level. This includes verbal or physical abuse to other darters, bar owners, bar patrons, bar property or dart boards.
 1. If you or someone on your team is found to be in violation of this rule, depending on the severity, the guilty party and/or team could forfeit the entire session.
 1. Each incident will be reviewed on a case-by-case scenario by the bar owner, dart coordinator, and the management team.
 2. If found guilty, you and/or your team will lose all of your prize money and league fees.

Cheating

1. Cheating will not be tolerated. If found guilty of cheating your team will automatically lost the game and possibly match depending on the severity of the crime.
2. Toe Line – The toe line or the line 8 feet from the dart board is there for a reason; stand behind the toe line.
3. Only you can shoot on your turn, no exceptions. You can not shoot for anyone else at anytime.
 1. Subs can only shoot under their name, and not the player they are subbing for.

Names

1. All players must enter their first and last name when playing. There are no exceptions to this rule. This includes all team members and subs.
 1. Team captains will be held responsible for ensuring all players adhere to this rule.
 2. Your dart coordinator will contact you after the match has been played if a player or sub has only entered their first name or nickname. If this becomes common practice with your team, then you could be penalized for failure to comply.

NDA Sanctioning

1. All Pioneer Vending leagues are NDA sanctioned. This means that each player participating in the leagues are required to pay the annual \$10 NDA sanctioning fee.
 1. The fee will be collected at the end of the league during payouts. If you are not sanctioned your \$10 will be collected from the payout prior to you receiving the money.
 2. NDA sanctioned year runs from September to August.