
SECTION: Start Time

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 automatically forfeit the match.

If your team is unable to begin at the scheduled time, you must call your opponents captain to arrange a later start time. Both captains must agree to the new time and call the dart coordinator to inform them of the change. Failure of this could result in a forfeiture of the game.

SECTION: Rescheduled Matches

Any rescheduled matches must be played within 3 weeks of the original scheduled date unless approved by the dart coordinator. However, all missed matches must be made up prior to the final 2 weeks of the session. Rescheduled matches can be made up on any night or time that is agreed upon by both teams' captains.

1. If not played within 3 weeks of the original scheduled date or before the final 2 weeks than the match will be forfeited and neither team will receive wins or losses.
2. Forfeited matches cannot be rescheduled for a later date.

SECTION: Schedule

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 with the following exceptions and limitations:

1. Unforeseen mother nature events, holidays, major sporting events or any reason deemed appropriate by the dart coordinator. ONLY the dart coordinator can approve scheduling changes.

SECTION: Forfeitures

1. If your team forfeits 2 or more matches in the session, regardless of reason, you will not be welcomed back to the league and you will be removed from the current session.
 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 the last 2 weeks with schedule conflicts should be arranged to be played in advance. No games can be played after the scheduled final week of play.
 1. Any games that are not played will be automatically forfeited with neither team getting any wins or losses.
 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.

Forfeited Match Scoring

It is the responsibility of the team captains to contact the dart coordinator to discuss why your team or other team is forfeiting the game. If you are unable to contact your opponent than you must contact the coordinator so we know which team is the offending team.

1. The non-forfeiting team will reach wins based on the following:
 1. 9 wins will be awarded in divisions that play 17 games (so non-forfeiting team always gets a minimum 9 game score)
 2. 8 wins will be awarded in divisions that play 15 games (so non-forfeiting team always gets a minimum 8 game score)
 3. 7 wins will be awarded in divisions that play 13 games (so non-forfeiting team always gets a minimum 7 game score)
2. Forfeits occurring during the first week or last 2 weeks of the session:
 1. 9 wins will be awarded in divisions playing 17 games to the non-forfeiting team
 2. 8 wins will be awarded in divisions playing 15 games to the non-forfeiting team
 3. 7 wins will be awarded in divisions playing 13 games to the non-forfeiting team
3. Only wins will be given to the non-forfeiting team. No losses will be given. The forfeiting team will not receive wins or losses.
4. Individual scores/stats will not count for either team in a forfeited match. Standard rounding applies when determining average wins.

SECTION: Substitutions

Acceptable Substitutions

Unfortunately, due to the nature of life subs are sometimes required. If a sub is needed than they must meet the acceptable substitution requirements otherwise your team is subject to penalty. If an unacceptable sub is used, then all games that the sub participated in will be marked as losses.

If you are unsure of the skill level of the sub you can refer to the Pioneer Vending website (www.pioneervending.com/darts/cincinnati - accessible from all mobile devices) or contact your dart coordinator. Additionally, the following applies:

1. Acceptable substitutes: sub stats may not exceed the highest PPD (points per dart) in X01 games or MPR (marks per dart) in Cricket games. You **MUST** look at the stats of your league to determine what the current cap is.
 - a. The league is a “Master” or “Upper” league. Subs of any skill level, higher or lower, are allowed to sub for any individual on the team without repercussions.
 - b. The league is a handicapped league. Subs must have their stats entered into the board before throwing. If the darter has played in Pioneer Vending leagues before then they must refer to the Stat List on the Pioneer Vending website or contact your dart coordinator to get the appropriate stats. **DO NOT USE ANY OTHER STATS OTHER THAN WHAT’S LISTED ON THE STAT LIST** sheet located on Pioneer Vending’s website.
 - c. If the sub does not have a registered handicap than the following stats must be entered for the substitute: **MEN: 25.00 PPD and 2.5 MPR and WOMEN: 20.00 PPD and 2.0 MPR**
2. If a team is unable to find an acceptable sub than they must reschedule the match.

If a violation occurs, then the protesting captain must notify the dart coordinator within 24 hours of the start of the match in question to submit a protest. The 24-hour rule will be strictly enforced.

Last Two Weeks

During the final 2 weeks of the session no new subs are allowed to throw. Only subs that have thrown at least 1 week during the current session are permitted to play with the exception:

1. The captain of the team that is requesting to use a new sub gets the approval of the opposing teams' captain. It is up to the opposing team captain to either approve or deny the new sub.

If a violation of this rule occurs it must be reported to the dart coordinator within 24 hours. Any game that the new substitution participated without approval will be marked as losses.

Other Substitutions Rules

1. Subs that play in 24 or more games during the course of the session will be required to pay the annual NDA sanctioning fee (See SECTION: NDA Sanctioning).
2. Players, those submitted on your team roster prior to the start of the league, ARE NOT ALLOWED to sub for other teams within the same league. If this occurs than all games that the sub participated in will be marked as losses.
3. 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.

SECTION: Teams

General Rules

Teams can play without the required number of players. (i.e. 3 people present on a 4-person team). If this occurs, then the player who is missing gets skipped by pressing the red button. This will skip their turn.

Players who are present are not allowed to throw for themselves and the missing person. Players are only permitted to throw under their name only. Any violation of this rule will constitute a loss for the games in which the violation occurred.

Teams may not have a revolving door of subs. No more than 4 different subs may play for a team during the course of a session.

Roster Format

4-person Teams: Must consist of 4 players and up to 4 subs for a maximum of 8 players.

3-person Teams: Must consist of 3 players and up to 3 subs for a maximum of 6 players.

2-person Teams: Must consist of 2 players and up to 2 subs for a maximum of 4 players.

SECTION: Movement of Teams in Divisions

1. The winning team and the runner-up team in each division are eligible to move to a higher division each session. Also, the last two (2) places in each division are eligible to move down. **This is not mandatory and is subject to the decision of the dart coordinator**, but may happen depending on the number of new teams and returning teams for each division. Subject to the dart coordinators discretion.

SECTION: 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. 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. Remember you are only allowed a certain number of “back-ups” per night.

3. 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

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. 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.

Cheating

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.

1. The toe line or the line 8 feet from the dart board is there for a reason; stand behind the toe line.
2. Only you can shoot on your turn, no exceptions. You cannot shoot for anyone else at anytime.
3. Subs can only shoot under their name, and not the player they are subbing for.

Names

All players must play under their legal name. When using a substitute, that player must properly enter their legal first and last name, no nicknames. There are no exceptions to this rule. This includes anyone who is throwing.

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.

So you broke the Rules or Cheated

Each incident will be reviewed on a case-by-case scenario by the bar owner, dart coordinator, and the management team. If you are found guilty, you and/or your team could face the following:

1. Loss of all prize money, league fees, awards, shirts, and any other item(s) associated with league play.
2. Be removed from the league and/or banned from playing in all future Pioneer leagues and events.

SECTION: 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.
5. If a league player is playing in a league match they may not go to another board to practice.

SECTION: Individual Standings and Awards

1. Individual scoring records in league aim to indicate which players actually played the most effective; thus, only games actually played will count in the computations for individual awards.
2. In order to qualify for individual awards in a league, a player **MUST PLAY 60%** or more of that league season's scheduled matches.
3. Leagues that have fewer than 5 teams may not receive awards, plaques, or t-shirts.

SECTION: NDA Sanctioning

Each player that participates in an NDA sanctioned league is required to pay the annual \$10 NDA sanctioning fee. 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.

**ALL AFOREMENTIONED RULES, FUTURE AND UNFORSEEN ISSUES
ARE SUBJECT TO CHANGE AS THE DART COORDINATOR SEES FIT.
ORRDCOORDINATORS AND CAN BE CHANGED AT ANYTIME.**