

Pioneer North Dart League Rules

Section 1: Start Time

Leagues start promptly at the posted start time. You have a 15 minute grace period unless prior arrangements have been made with the opposing teams captain.

If your team is unable to begin at the scheduled time, you must call the opposing teams captain to arrange a later start time. Both captains must agree to the new start time and let the coordinator know of the time. Failure to do this could result in the forfeiture of games or the match.

Section 2: Rescheduled Matches

Any rescheduled matches must be played within 2 weeks of the original date unless approved by the league coordinator. All missed matches must be made up prior to the final 2 weeks of the end of session.

If not played within 2 weeks of the original date or before the final 2 weeks of the session the match will be forfeited and neither team will receive wins or losses.

Forfeited matches cannot be rescheduled for a later date.

Section 3: Schedule

You must follow the schedule as shown except in flex leagues. There will be no picking and choosing which teams you would like to play. The schedule will be posted at the beginning of the session. Once the schedule is completed it is final with the following exceptions, family emergencies, weather conditions or holidays.

Section 4: Forfeitures

If your team forfeits 2 or more matches in a session regardless of reasons you will be removed from the current session and lose all prize money and league fees.

No team can forfeit a match in the last 2 weeks of a session. Matches within the last 2 weeks of the session must be played in advance. No matches can be played

after the final scheduled week of play. Any matches not played will be automatically forfeited with neither team getting wins or losses.

It is the responsibility of the team captains to contact the league coordinator to discuss why you are forfeiting the match. If you are unable to contact your opponent you must contact the coordinator so they know who is the offending team.

The non forfeiting team will be given wins based on the following:

- 1) Both teams pay the league fees, no quarter drop will be charged.
- 2) 50% +1 of games played go to the non forfeiting team and 0 losses.
- 3) The team that forfeits gets 0 wins and 0 losses

Section 5: Subs

There will be no subs the first night of league, if your team needs a sub you must reschedule.

There will be no new subs allowed in the league the last 2 weeks of the session.

League subs may play for any team in the league.

No subs in the last 2 weeks of the session who's PPD or MPR is higher than the players that they are subbing for.

If your team needs a sub you must contact the league coordinator 24 hours in advance if possible to allow them to enter the sub and their Pioneer league average on your team. If it is a last minute sub their stats can be entered at the board.

Subs with no Pioneer averages will start with the average of: Men 25ppd and 2.5 MPR. Women 20PPD and 2.0 MPR.

If your team cannot find a acceptable sub they must reschedule.

If a non approved sub is used in the last two weeks the games that they play will be counted as losses.

Subs that play 3 weeks or 24 or more games will be required to pay the NDA sanction fee. It is up to the team captains to get that money and forward it to the league coordinator.

Section 6: Teams

General rules

Teams can play without the correct number of players (3 players on a 4 person team). If this happens skip the player who isn't present. Players who are present may not play on the absent players score. A violation of this rule will result in the loss of those games.

Section 7: Cheating

Dart Board

The dart board is not always right, if a score is displayed that is not right the board may be backed up to correct the score of any dart that sticks in the board. A dart that bounces out and scores may not be corrected.

A wrongly scored dart may not be corrected in a remote match.

If there is a issue with boards not scoring correctly please have your bartender call Pioneer Vending at 513-661-5000 to make a service call.

Bad Behavior

Bad behavior will not be tolerated on any level, this includes verbal 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 and lose any payback they are entitled to.

The laying on of hands, pushing, hitting, spitting on another person or any other offense that is bodily harm will result in the immediate removal of the offending person or persons from the league and the suspension of that player for 1 year.

Names

All players must play under their legal names. When entering subs names that player must be entered by both first and last name. No nicknames or initials. It is the responsibility of the team captains to make sure that all subs are entered this way.

Section 8: Social Media

The Pioneer Vending social media page is to provide information on leagues, tournaments and players. It is not to be used as the complaint department. Your dart league coordinators are available for questions by phone call, text message or messenger at almost any time. Posting derogatory remarks about Pioneer Vending, bars or bar owners, other players or league coordinators will not be tolerated.

Using the Pioneer Vending social media pages for derogatory remarks directed at the above mentioned may result in a 30 day suspension for a first offense up to the removal of the offender from the group for repeated offenses.

Section 9: Contact Numbers

Jerry Porter 260-336-9632

Pioneer Service 513-661-5000

All aforementioned rules, future and unforeseen issues are subject to change as the league coordinator sees fit.

