

# **Richmond Pioneer**

## **Dart League Rules**

### **SECTION: Start Time**

Leagues start at 7:00PM EST. You have until 7:30PM to make it to your location, and start the match. If you have not communicated that you will be late by 7:15PM EST, then you will be penalized via a 1 loss penalty.

For Sunday Leagues, they start at 1:00PM EST. You have until 1:30PM to make it to your location and start the match, and 1:15PM to communicate you will be late. A 1 loss penalty will be given.

If your team is unable to begin at the scheduled time, you must arrange with your opponents prior to the start time, and both must agree to the new time. Please make sure this is done via text/FB messenger etc. so that time and communication can be tracked.

The team that is to be awarded the 1 game due to the other team being late, must request it and show proof no later than 24 hours after the match was scheduled.

### **SECTION: Rescheduled/Missed Matches**

All matches must be played before the last match of the session unless permission is received from Brad Wilson. If a match isn't made up before the end of the session, and no permission was granted, then Brad Wilson will determine the outcome of the match, which could include both teams receiving zero wins and losses for the match.

All make-up matches/missed matches must be completed within 2 weeks of the scheduled match. The make-up match/missed match must be notified via text/email/FB messenger to Brad Wilson. The team that could not play on the scheduled day may forfeit the match if requested by the other team, and can show that all reasonable attempts to complete the match were given.

## **SECTION: Forfeitures**

If your team forfeits 3 or more matches in one session, you will lose all your prize money – league fees, and get zero NADO points.

### **Scoring of Forfeitures**

It is the responsibility of each team to contact Brad Wilson to discuss why your team, or the other team is forfeiting the game. If you are unable to contact your opponent then you must contact Brad Wilson within the required time frames listed within rules, to request the forfeit, or explain the forfeit.

1. A team that drops out, all teams will get the max amount of wins for each match scheduled with the team that has dropped out.
2. The non-forfeiting team will receive 1 win above the 50% mark (i.e. 13 games, you will be awarded 7 wins, remaining games will be losses).
3. The forfeiting team will receive 0 wins, and 0 losses.

## **Section: Substitutions**

### **Acceptable Substitutions.**

The majority of leagues do not have a sub rule i.e. capped league, or must be lower than the highest player in league, etc. At the start of each regular league it may be requested to have a vote of sub rules for that specific league, request for the vote must be done 3 days prior to the start of league play.

Capped Leagues players must meet the cap based off of NADO stats, unless the sub and/or the regular player have established stats in the league, then you use the established stats in the league for their average. The sub and the regular player then must be lower than the CAP.

If the league is handicapped league, Subs must have their stats entered into the board before starting the match based on NADO stats. If there are not NADO stats, then they must be able to prove their stats from another vendor. It is the responsibility of all players in the match to verify that the stats are correct, and entered in the board before agreeing to start the match.

If the sub does not have any stats that can be verified then utilize the following stats:

MEN: 23 PPD 2.3MPR/WOMEN: 20 PPD and 2.0 MPR

During End of Season Tournaments, or any tournament style leagues, no subs will be allowed during the tournament or in the End of Season Tournament that has not subbed at least once.

## **SECTION: Teams**

Teams can play without the required number of players. If this occurs, then the player who is missing gets skipped for each of their turns.

At no time is anyone allowed to play under someone else's name, if caught you will get a 1-year suspension, and forfeit any winnings – league fees. You may also not throw for the missing person.

## **SECTION: Misc.**

### **Dart Board**

1. The dart boards are not perfect, and do lie. If a score is displayed that does not match the location of the stuck dart, then you may back up the board to score the stuck dart correctly. Please note that this is not allowed at NDA Sanctioned events/tournaments, this is only for Richmond Pioneer Leagues. All other events follow the rules for that event/tournament.
2. At least one player from each team must verify the incorrect scoring before the stuck dart is corrected.
3. If there are constant issues with the board, and/or scoring of the board please call Pioneer Vending at 513-661-500 or Brad Wilson.

### **Bad Behavior**

Any fighting within a Pioneer Bar will result in a 1-year suspension from league and tournament play of any kind at any Richmond Pioneer Bar. Other Pioneer locations, may or may not invoke other rules or sanctions, i.e. Pioneer Cincinnati/KY or Pioneer North.

### **Names**

All Players must play under their legal name. When using a substitute, that player must properly enter in their legal, first and last name. NO NICKNAMES.

1. Teams' captains are responsible for ensuring all players adhere to this rule.
2. Brad Wilson will contact you after the match has been played if a sub has only entered in their first name, or a nickname. If this becomes common practice with your team, then you could be penalized \$20 per occurrence.

## **SECTION: Discrepancies and/or Issues with Rules**

All rules stated will be followed. Any issues with the rules, or questions of interpretations of stated rules should be submitted to Brad Wilson within the time frames set forth in the rules, or 24 hours of the issue at hand. All decisions and final rulings will be decided by Brad Wilson and will be final.

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