



Nebraska Electronic Dart Association
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N. E. D. A. League Rules

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The NEDA is an association to sponsor and promote electronic dart competition and dart leagues in the Omaha metro area. The league encourages our players to compete and have fun. Sportsmanship is fundamental to that pursuit and is required of all our players. NEDA is a member of the National Dart Association (NDA) and agrees to comply with all sanctioning guidelines. The sanctioning year is September 1 to August 31. Sanction fees will be divided over the 3 sessions: Midwest \$3 and NDA \$8.

League Play

NEDA sponsors dart leagues playing on electronic dart boards in a Tavern setting. Leagues play cricket, "01" and combinations of the two. There are three sessions (summer @ 10wk and fall/winter @ 15wk.

"01" games begin with 501, or 701 with the player attempting to hit a combination of total points to bring the score down to zero. In stacked play all players are on one score. In non-stacked play a player's partners' score must be equal to or less than the combined opponent's scores or a block occurs (Freeze Rule). An out while blocked results in loss of game.

Most "01" games are played using a single bull, where both the inside circle and the outside circle count as 50 points, the exception is for double in/double out games the outer circle is 25 points and the inner "double" bull is worth 50 points.

In the game of cricket, the player/team attempts to close the 20s, 19s, 18s, 17s, 16s, 15s and bulls by hitting three of each. Points are obtained by hitting a number that is only closed by your team, when both teams have closed a number it will no longer score points. The first team to close all numbers and have the most points is the winner. Cricket is stacked and is always played using the double bull.

GENERAL RULES OF PLAY

1. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. Player may step on, but not across, the line.
2. Players may use their own darts if they meet the following specifications:
 - a. They must be plastic-tip darts
 - b. Darts may not exceed 8" in total length.
 - c. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings
 - d. A complete dart may not exceed 20 grams in weight
3. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper player's name or position is displayed.
4. A player always has the right to throw three darts per turn, although it is not required. A player may throw fewer than three darts by pushing the player change button to end their turn.
5. Any dart thrown counts as a throw, whether it is registered on the machine. A throw counts if it misses the board or bounces off the board completely. A player may not throw any dart over again. Dropped darts are not counted as throw.
6. 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. Exception: When a dart is in the board and machine reads "Stuck Segment", that dart must be removed before other darts are thrown.
7. A round is defined as the period from the end of a player's turn to the start of their next turn. In a game that is played with two players sharing a score, a round is defined as the period from the end of a players turn to the start of their partner's turn.

COACHING IS ALLOWED DURING LEAGUE PLAY.

SCORING ON THE ELECTRONIC DART MACHINE

1. The score recorded by the machine is the score that the player receives, and the players accept that the machine is always right, with the following exceptions:
 - A. **"Last Dart-Winning Dart"** If the machine was displaying the "Throw Darts" message and all other rules were followed, and the dart is sticking in the exact number needed to take out a game, regardless of score displayed by said dart, it will be scored as a win.
 - B. A dart that sticks in the board and registers as a dart thrown but does not score will be corrected (*the dart shows as "missed" or "blank"*) back up and manually score to correct.
2. No dart can score more than once per turn. **Any dart that registers two or more times** will be corrected by removing the extra points awarded by using the backup button.
3. 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. You will need to press player change when this happens.
4. 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.
5. **The CANCEL button is NOT a backup button** – Pushing it will end the match and team that cancelled will forfeit remaining games.

PLAYER CORRECTABLE FEATURES

It is each player's responsibility to see that the machine is displaying the appropriate player's name or position prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

The backup feature should be used to correct the following player errors:

- Shooting out of turn.
- Wrong player shooting.
- Manually scored darts.

If a player has thrown no more than three darts during his/her turn, he/she will be allowed to make use of the backup feature per the following rules.

1. Corrections should be made by opposing team. **Remote Leagues the other team must be called.**
2. If the player throws while the machine is displaying that player's partner or an opponent's number, this will not constitute a foul. If the player has thrown no more than three darts, the backup feature should be used in the presence of both team captains to remove the darts thrown by that player. The game then proceeds normally with the correct player shooting next.
3. If a player throws all three darts on his/her partner's score and the following opponent throws his/her darts before the infraction is noticed. The backup feature will be used to remove all darts involved in the infraction. Play will restart with the correct player from the offending team. The following opponent would have the option of rethrowing or keeping his/her original score. When making changes, players should note scores that might need to be reentered. If the darts played can't be backed up enough, the team that shot out of turn will lose the game.
4. Manually scored points on an opponent's score, players own score or partner's score uses the backup feature to remove the manually scored points. Advance player change button to the correct player position and continue play.

Players not in compliance with the rules are said to have committed a foul. During league play there is no official to make foul calls. Since many foul calls are judgments, players should calmly discuss perceived infractions and attempt to resolve them. If unable to do so, play should continue, and a complaint made to NEDA the next day - no disagreement is worth fighting and it will not be tolerated.

Committing a foul may lead to loss of darts in hand; loss of a turn, loss of a game, loss of a match or expulsion from the tavern, the league or any associated sponsored events. This decision is made by a league coordinator, or at a player representatives meeting. Player reps are elected once yearly for a

term of one year by the general player membership. A player rep has no authority except when meeting as a body. They will be called when a ruling by the coordinator is disputed and to decide what penalties if any apply. This is necessary when the infraction is not cut and dried, or when there are various sides that must be considered. Player reps are expected to be conversant with the rules and available to answer rule questions from other players when the office is not open.

A Partial List of Common Fouls

1. The backup button should be used if possible to correct a foul. If the backup button is used, it is as if the foul never occurred.
2. Player crosses the foul line before all 3 darts have been thrown – the player 1st receives a warning, an official may then observe BOTH teams for a foul. Failure to remain behind the line until darts are thrown and have hit the board will result in loss of remaining darts in hand, if the third dart – loss of the next turns darts. Repeated infractions may result in loss of game or match at the league official's discretion.
3. There are no practice darts allowed after a match has begun. A team player may not throw on another board after match has started. Dart thrown on the wrong board is considered a dart thrown – if all 3 darts are thrown, the players turn is over.
4. It is always the players' responsibility to watch the board and shoot during their turn. If a player wins the game while shooting out of turn it is loss of game (this not correctable).
5. If a player "wins" the game during a round in which his partner committed a foul, it is loss of game. Must notify the office the next day.
6. ***Abuse of the equipment will not be tolerated*** and may result in expulsion from the match or league as well as monetary reparations to repair the damage done.
7. If a board resets during a game because of abuse it is loss of game. If a board resets due to power failure or interruption, play should resume at that point when the board comes back on. If that is not possible, the game or match is restarted. Must notify the office the next day.
8. ***Physical contact, poor sportsmanship or unethical conduct will not be tolerated.*** Violators can be suspended for a minimum of a one season, up to the maximum of league expulsion.
9. All decisions by the league coordinator or the player rep committee will be final.

Player Skill Ratings

NEDA uses PPD (points per dart) and MPR (marks per dart) to rank our players. PPD is used in '01 games and is the total points per round divided by the number of darts thrown. MPR is used in cricket and is the total number of marks scored divided by the total number of darts thrown. A player needs to play in at least 12 league games in a season to establish an average. ***A player participating in multiple leagues or divisions will be given the highest average achieved over "2 Year" period, except that NEDA reserves the right to restrict leagues a player is eligible to play based on known ability.*** A new player coming into the leagues will be assigned an MPR of 1.9 and a PPD of 17.5. If a player has an established MPR, multiply by 10 to get PPD, if a player has an established PPD, divide by 10 to get MPR. All available Stats, even from city are subject to review to guard against possible "sandbagging". If it's determined that a player is guilty, the higher average will be used. The offending team may lose their place, earnings and trophies from the City Tournament. New players from other league systems should call office with their average.

Match Times

Match **STARTING** time is either 4:00pm or 7:30pm (real time). **Players have a 15-minute grace period, this is not to be abused.** Matches should be started during this time or they are subject to forfeit. Rescheduling a match requires a 4-hour notice (2 hours if due to inclement weather). **The NEDA office must be notified of forfeits or rescheduled matches 402-592-1555.**

Make up matches are not allowed past the last night of your scheduled league.

After a match starts, play will continue in a timely manner, with team members prepared to throw when it's their turn. Failure to do so can be deemed unsportsmanlike conduct, and the offending players' turn may be skipped. Nebraska and Iowa are nonsmoking; "smoke breaks" should be timed so as not to interfere with play.

League rules apply to approximately 15 minutes after the match has ended.

Captains may agree to change starting times or rescheduling of a match under Gentlemen's Rules, this is binding. The office should be notified by both teams of these changes.

Captains Responsibilities

1. Know the rules, read material sent to your home bar and available on NEDA website. Please inform bar owner you are the team captain and need this info.
2. If your machine does not have league info call 402-592-1555 A.S.A.P.
3. Collect team dues: (See league cost sheet page 9 for your league info) \$5.00 per person plus quarters for the games.
4. Notify the league office and other team captain or any player on the team & make arrangements for rescheduling of the match at least 4 hours prior to match time (2 hours if due to inclement weather) 402-592-1555.
5. Team captains without a valid phone number listed cannot forfeit team not showing up. Your team will not be allowed to play in any remote league.
6. **No rescheduled matches past the last night of your scheduled league.**
7. If score sheet (available on NEDA website) is used, call in your scores to 402-592-1555 and put check and score sheet into envelope and hand deliver to office.
8. Any teams not paying all money due league, will not be able to participate in City Playoffs or receive plaques for 1st or 2nd.
9. Shooting under any name other than full first and last name will cost your team all games for that match. Must correct within 24 hours (402-592-1555).
10. Both teams will receive a plaque if there is a tie for 1st or 2nd
11. **If a player is being used who is under 21 years of age**, it is the Captains responsibility to contact the bar where the match will be played and obtain permission for the minor to attend.
12. Home Captain should arrange the "bar round" if the host bar is serving them. A bar round is not required by league rules. Bar round are what you have been drinking. (A glass for a pitcher is the common practice). Bar rules will be the final arbiter.

Players Responsibilities

1. Be sure the machine is displaying your name before shooting.
2. Show up on time and ready to shoot (4:00 or 7:30).
3. Be ready to shoot in a timely manner.
4. Demonstrate the good sportsmanship that has made darts the popular sport that it has become.
 - a. All players must have a valid Nebraska or Iowa ID.
 - b. If player can't ID themselves
 - 1) Loss of game
 - 2) Loss of match
 - 3) Remote Privilege revoked for all Team players.

REGULAR TEAM MEMBERS: Using subs may result in you not having regular team members with enough games for city (50% of all available games played required).

Bronze, Silver, Gold, Women's or Open teams consist of four regular players. All 4-player teams can only use two subs on a given night.

Mixed Trips or Open Trips teams consist of three regular players. All 3 Trips teams can only use one sub on any given night.

Doubles consist of two regular players. All 2 player teams can only use one sub on a given night.

- Player's ratings are determined by the highest MPR or PPD from a legitimate league or the average of your averages from leagues and tournaments over a 2-year period, whichever is higher. Some league levels have a team cap (maximum combined MPR) this is printed at the top of your league schedule. At no time can a team total MPR exceed this cap, this includes when using a new sub. Please check with office before adding anyone to your team.
- **The players with 50% of all available games played will be considered the regular team members.** These will be the players covered under the substitution rules.
- If a team must replace a regular team member, the captain must contact the league office for approval to ensure that the player is a legal replacement.
- Team captain may request that a regular player or a team sub be removed at any time. This will not change any of the requirements for the 50% rule or for the rules listed below for subs.

SUBSTITUTE PLAYERS

All substitute names must be entered in full at the dart game, including first and last name. It is the captain's responsibility to enter the correct name for any player on the team. Failure to do so will result in loss of all games played and that player and stats removed from roster. If you have a new team player, you must notify the league office to update your roster. Captains, you have only until the next day to comply!

- Substitute players listed on your roster must still fall within the substitute guidelines listed below to be a legal substitute.
- Marks per Round (MPR) for Cricket and Points per Dart (PPD) for O1 are the only skill ratings used for substitute player approval. All skill ratings must be from a legitimate league and be

properly calculated. Stats from non-NTS area leagues and/or known ability may also be used for players. If the player has no stats, the captain must call the league office for approval and that player will have to stay within the substitute guidelines for that match. If not, they will be considered an illegal substitute. If you have any substitute player questions, please call.

- The opposing team captain has the right to request proper ID if there is a question whether the correct players are playing. Failure to do so if requested will result in the forfeit of all games played. The league office must be contacted.

City Team Players: All regular team members must have 50% of the games played for the division played. **If your team doesn't have all regular players with 50% of all available games you do not have a team for city** (7 weeks of league play for 15-week league, 7 weeks for 14-week league and 5 weeks for 10-week league). You cannot replace a player who has less than the required percentage of games with a sub, as they are not a regular player. This applies to all league formats.

Subs for City: **A team sub must have subbed for the player or player's they are replacing for no less than a total of 4 weeks for Fall/Winter and 3 weeks for summer.** Sub will be allowed to replace the regular player subbed for or if said sub was able to legally sub for all players on the team, sub can now replace any of the team players at city.

A non-team sub: Is any player listed in the end of season stat book with a MPR/PPD equal to or less than the player they are replacing.

For City Play-offs: Subs must be approved by the office 402-592-1555.

Teams will pre-register for City Tournaments using the form available at the NEDA office or website.

Ghost Players

1. Ghost players will receive 50 points per round, for the first three rounds in 01games, in cricket and the 15th game- ghost skips turn. During tournaments, if the player being substituted for arrives they may not play in a game that has already started, but may play in the next game they are eligible to play in. Teams playing in equalizer leagues will receive the missing players' average for the first 3 rounds in 501 games. The ghost player will use the averages of the missing player to setup cricket and 701, but will receive no additional points (skip this players' turn).

To Start League, Play Black Widow or Galaxy II follow the below, for remote play please see video on website @ntsthefuncompany.com

1. Home Team should select League/Tournament Play. **DO NOT INSERT MONEY UNTIL ALL STEPS FINISHED**, if there is a problem only the \$5.00 league fees can be refunded.
2. Press League Play
3. Select your night of league play
4. Select your team name
 - a. Choose your order of play (this is the way game 15 will be played) 1/ 3, 2 /4 will shoot same score.

TO CHANGE SHOOTING ORDER:

1. Press arrow by name you want to change, press arrow next to player you want at that position. When finished press accept.
2. Four player Mixed leagues the Ladies will be 1 & 3. Men will be 2 & 4. Two player & Trips Mixed - Ladies must be #1.
3. TO ENTER A SUBSTITUTE PLAYER that has been approved by the office:
 1. Press arrow by name you want to change, Press choose substitute player.
 2. Press up/down arrow select your sub or type in approved new Sub, you must type in first name space, last name.
 3. Equalizer leagues you must put in players correct average now, both PPD and MPR putting in the wrong average will result in an automatic eight game loss.
 4. When finished press accept.
4. At this time machine will ask for your league fee ONLY, this will be \$20.00 four-person team / \$10.00 for a two-person team / \$15.00 Trips.
5. It is now the away teams turn to repeat steps above.
6. With all league fees entered it is now time to insert game money needed for match. Both teams insert your game fee now.

Remote Play:

1. Captain must have a valid phone number and must answer incoming calls on league night.
2. Make sure board is set up under league mode/Remote Play. If you need help in how to do this, please review the Remote Video posted on the ntsthefuncompany.com website.
3. Call opposing team captain to be sure they are present. Do insert any money until other team is on camera, you are now ready to start play. Never put more money than your league fee plus game quarters.
4. Starting time is either 4PM, 7:30PM be there on time ready to shoot.
5. N.E.D.A. reserves the right to revoke Remote Play privileges.

Forfeits:

1. All forfeits are subject to review
2. **Your team will not be allowed to participate in City or receive trophies** if you have a combined total of two matches not played or forfeited.
3. **Your team will be dropped from the league and scores adjusted (forfeiting all monies paid)** if you have "3" matches not played, this is a combined total of "forfeits and/or not played or rescheduled matches" during the season.
4. **Your team will be dropped from the league and scores adjusted (forfeiting all monies paid), if your team is forfeited (your team is a no-show), either of the last two scheduled matches** of the season.
5. If the opposing team is not there ready to play by 4:15 (Sun 4pm league) or 7:45 (7:30 leagues) they are subject to FORFEIT, A-D below must be followed to receive the forfeit!
 - a. Call the bar of the team that is not present and inquire. *Captains without a valid phone number listed cannot forfeit a team.

- b. The team present should follow steps 1-5 under to start league play. Then choose your team again as VISITING TEAM, accept. Since the teams are the same the screen will ask "is this a forfeit" Press enter for yes, it will ask who is authorizing the forfeit, select the captain's name and press enter. Please note doing the above time stamps to forfeit.
- c. Call 402-592-1555 to confirm forfeit the next day.
- d. Forfeit must be taken at correct time and at the home teams bar to count. If home team bar is closed, call 592-1555 and report forfeit you will put in at your bar.
- e. If the team shows up before you leave, teams can agree to play the match, but team captains must call 402-592-1555. If they do not agree then the team that was forfeited should call 592-1555 for instructions.

Protests

Call 402-592-1555 or player rep if before 10 pm or after 9 am next day. Complete the match. Don't get mad at other team, as most protests can be resolved.

1. Notify the NEDA office @ 402-592-1555 as soon as possible.
2. Please write yourself a note while still fresh and deliver to NEDA (list the protest situation, the reason, & phone numbers of both captains).
3. The protesting captain has 5 days to notify the NEDA office of the official protest.
4. Both team captains will be notified of the Players' rep meeting.
5. Teams who are over the league limit or cap will lose all games in that match, **THIS IS AUTOMATIC**. Games played in these matches will not count towards players' total games.

City Playoff Tournament Schedule

1. **City Playoffs can and will start before league has ended.** If your team plays in the city tournament, you must finish all remaining league matches or your team will be dropped, and all monies forfeited. Information will be available at the NTS website ntsthefuncompany.com
2. Players can only shoot on one team at a City Playoff.
3. The \$0.25 of the \$5 per player each night of league is paid out as prize fund for each City Playoff; this is not your league payback.
4. **Players winning a City Tournament can receive a jacket; polo shirt or the equivalent cash,** extras may be ordered at your City that night cost predetermined cost. Extra plaques can be ordered for \$15.

Individual league information

1. **Mixed Leagues:** 2 Men & 2 Women. Women are players 1 & 3. Men are players 2 & 4. **Mixed Doubles & Mixed Trips Ladies are player 1.**
2. **501 Leagues:** The games will be 501 open in / open out. 701 Team games all 8 players shoot.
3. **'01 / Cricket** (open & mixed and all doubles, Trips) ½ games will be cricket, ½ games will be 01 with the last game being 701.
4. **Doubles Cricket:** All games are cricket with a double bull, last game 701.
5. **Cricket Leagues 4 person:** All cricket games will be double bull, last game 701.
6. BULLSEYE can be used to win any game except leagues playing double in/out.
View your SCHEDULE and LEAGUE information at WWW.NTSTHEFUNCOMPANY.COM

