



www.the11alley.com



71-36 Myrtle Ave
Glendale, NYC

718 366-9150



In-House League Rules

1. All League games are to be played on Wednesday night unless otherwise instructed.
2. Game time is 8:00 P.M. with a 30 minute forfeit time.
3. This is a draft league.
4. The draft order was picked randomly out of a hat.
5. No trades will be allowed. No exceptions!
6. Teams will consist of 3 or 2 Men and 2 Women. Depending on the amount of people. Team captains will decide player order each week. Captains are encouraged to play everyone when possible.
7. If you do not have 2 female shooters, a male cannot shoot for a female. The female may shoot for both girls. If you do not have at least 2 male shooters, the captain can choose a girl to shoot for the absent male. If a captain is absent, their team can choose someone from the team to shoot for them. However, for position week, if you only have 3 players, you must hit the button for the 4th player or cancel.
8. In the event your team is shooting 3 players, you must notify the coordinator. However, the other team does not have an option to say they are not playing.
9. Each player is allowed to miss 2 matches. Once this limit is reached and there is no substitute available the button must be hit on that players turn.
 - a. If a sub starts a game, them must finish it.
10. The league format is as follows:
 - I. 4 games 501 Open in / Open out (1 Point per win)
 - II. 4 games 200 Cricket (1 Point per win)
 - III. 8 games singles (Men 301 D/D & Women 301 O/O) 1 Point per win)
 - IV. 1 game 701 (2 Points per win)
11. A dart that sticks, but does not score, may be manually scored, only if the board does not register at dart.
12. All players must throw from the foul line.
13. If a dart machine is not operating correctly, contact your coordinator and they will make a decision.

- 14.** Schedules will be made up as best we can to allow you to play on different boards each week. You must play on your scheduled board. In the event there are 2 matches. The teams on board 2 will play there and the other teams have choice of board.
- 15.** In the case of forfeiture, submit only the envelope. The forfeiting team will pay league dues for both teams.
- 16.** To reschedule a match you must do the following:
 - A. Notice must be given to the coordinator by 4:00 P.M. on the day of the scheduled match.
 - B. If make up week is unavailable, the opposing captain will be consulted and the match will be reassigned.
- 17.** League dues consist of \$20 per team per match and \$20 goes into the machine. All league dues, along with a signed and dated envelope, are to be given to the bar tender by the home team captain every week. If a team has 2 weeks of money overdue they will be forced to forfeit each match until dues are paid up to date.
- 18.** No kibitzing or harassment from players or spectators will be tolerated.
- 19.** Any physical violence by players may result in their permanent expulsion from the league and forfeitures of all monies paid and points earned.
- 20.** Abuse of equipment (DO NOT HIT THE BOARDS, you will pay for damage done) or poor sportsmanship may be grounds for forfeiture of a game, a match, or expulsion from the league. (Captains please control your players.)
- 21.** It is each player's responsibility to see that the machine is displaying the player's number prior to throwing any darts. If a player throws when the machine is displaying an opponent's number, the opponent gets that score and the board gets skipped around to the that player and they shoot for themselves and the play continues.
- 22.** If a player throws when the machine is displaying the number of that player's partner, each player on that team loses their next turn.
- 23.** Three forfeits in a season by a team shall result in all its prize money being surrendered to the league. Also if a team forfeits three times they will face expulsion.
- 24.** Every week there will be a sheet filled out with the assumed order of your team for that night. If you want to change it, there will be blank sheets at the bar. Each captain will fill out their lineup for that night (must be guy, girl, guy, girl) and then write down order of opposing team. You cannot change the order of your lineup after match play begins. You may only insert subs after each set of 4 games. Except for 701. In 701 the visiting team puts their order first then the home team. Team captains will keep track of wins and all-star points on their sheets for both teams. At the end of the match, team captains will compare sheets to ensure they are correct. Once sheets are good submit them to the league coordinator if present or the bar tender. The money envelopes go to the bar tender.

25. If the regular season ends in a tie, the first tie breaker is head to head. Second is, team all-star points. If that is tied also, then a playoff match must be played. First to 9 wins.
26. During position week, playoffs and championship matches the higher ranked team shall go first and get choice of board.
27. During Playoffs, the first team to win 9 games advances to the next round.
28. The Freeze Rule: This rule will only apply in 01 double matches. This is how it works: Player A has 16 points left and it is his/her turn to throw. His/Her partner has 100 points left and their opponents have 26 and 30 points left respectively. Player A cannot go out because his/her partner has more points than the combined score of their opponents (100 is greater than 56). If the player goes out anyway, the win is awarded to their opponents. Player A can try to lower their score or they can push the button. NOTE: If your partner's score equals the combined score of your opponents, you can go out. Your partner's score must be greater than, not equal to, the combined score of your opponent before you are frozen.
29. 301 D/D Bull Rule - A bulls-eye is a means of closing the game not getting into the game. Doubling in on the bulls-eye is an automatic forfeit of that game only. This includes hitting the double bull as well.

Jimmy Cooke, the League Coordinator can be reached at (646) 312-9852