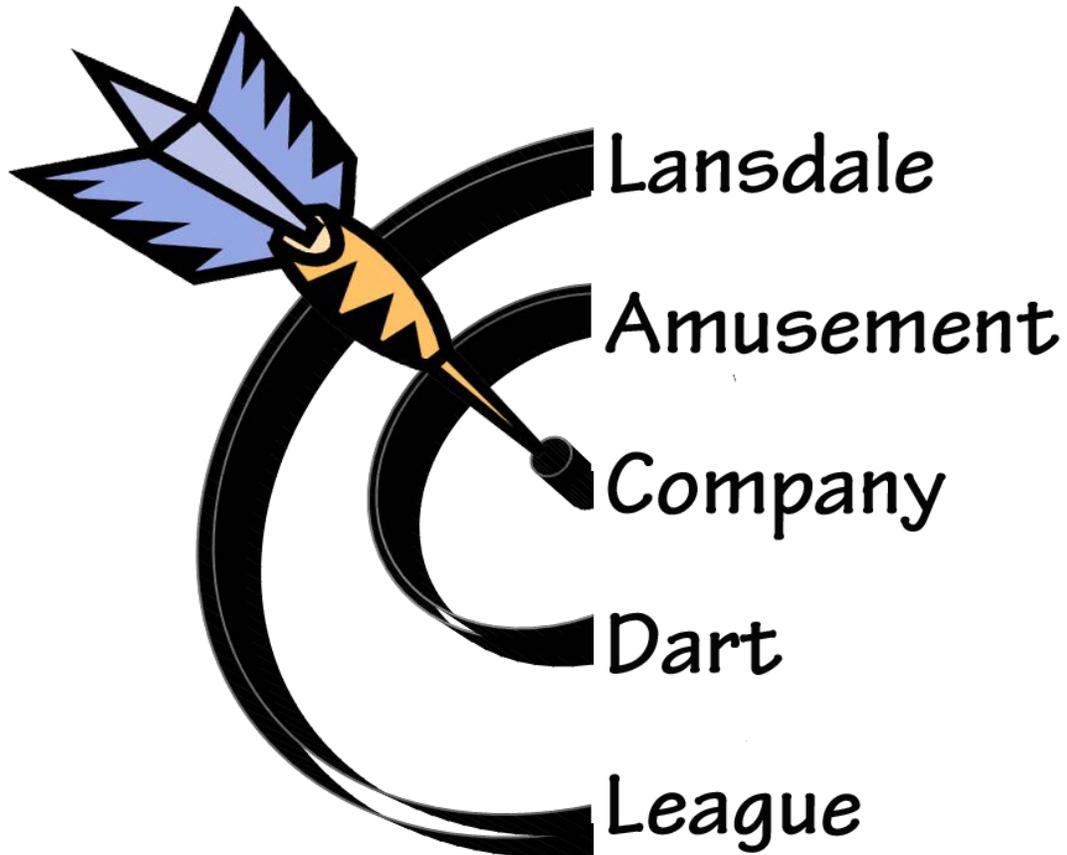


SUMMER COMBO



Rules and Regulations

Lansdale Amusement Company 10 S Main Street Trumbauersville, PA 19440

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1. GOOD SPORTSMANSHIP: Common sense and GOOD SPORTSMANSHIP are to be used to answer any questions which may arise during a match and are not explicitly covered in these rules. We play darts because we love the game; so have fun, play well, and enjoy your league nights. Please see the General Rules for clear rules of conduct and repercussions of misconduct.

2. TEAMS: Teams will consist of at least three (3) and not exceed six (6) players. Each team will need a minimum of three (3) players to shoot a complete match on any league night. There are no playoffs for Summer League.

NOTE: Captains have **Six Weeks** to finalize the rosters. If the final roster varies from the pre-season roster, captains Must call Lansdale Amusement Co. and have their team information programmed into the system. After the seventh week of play, team standings will reflect the final rosters, for all teams in the league. In other words, no players may be added to your team after week four of play. An exception can be made to this rule when a player moves/changes shift or otherwise can no longer play on your team due to events beyond the team's control. In this case, the original player will be removed from your roster and the new player added to the roster.

3. SUBS/REPLACEMENT PLAYERS: No subs/replacement players may play on existing player's name. If a person must be added at the last minute at the dartboard select "New Substitute" from the roster list, then using the dart head and code, enter the player's NAME. Set his/her handicap at the LACDL average of 2.10mpr and 15.00ppd. If the averages are known, set them as appropriate for that player's ability.

4. THE GAME: The games are: **(2) 301 D/D; (2) 301 Masters; (2) 501 O/O; (6) Cricket 200, and (3) 701 O/O**, as set out on the score sheet. The **Single Bull** will be used in the 501 & 701 O/O and 301 Masters. The **Double Bull** will be used in all other games.

5. MATCH FORMAT: A match consists of fifteen (15) games. Games one (1) through four (4), six (6) through nine (9), and eleven (11) through fourteen (14) will be played as doubles games. Games five (5), ten (10), and fifteen (15) will be team games with three players per team shooting in each game. In the 301 doubles' & Masters games, teams shoot on two scores, per team. In 501, 701 & Cricket players shoot on one score. All fifteen games must be completed to constitute a league match.

6. FREEZE RULE: The Freeze Rule is in effect for ALL non-cricket games wherein two scores per team are used. When any player reaches zero (0), the game is over. The team with the lowest combined score wins. If a game ends in a tie, the team that reaches zero (0) first wins.

EXAMPLE 1:

PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
40	00	10	49

The team of Players 2 and 4 win because their combined score of 49 is less than the combined score of 50 for Players 1 and 3.

EXAMPLE 2:

PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
40	00	10	51

This time the Players 1 and 3 win because their combined score of 50 is less than the combined score of 50 for Players 1 and 3. (Player 2 should have tried to get as low as possible without getting to zero (0). In other words, Player 2 was “frozen” and should not have taken the game out.

7. CRICKET GAME PLAY: The first scheduled team player shoots on No. 1 followed by the first opposing team player on no. 2. Each player's partner then shoots on their respective team's number. The order is repeated until the game is won.

CRICKET 200: Only the numbers 15-20 plus the BULL are used. To CLOSE a number, it must be hit three (3) times (i.e. 3 singles, 1 single and one double, or 1 triple). The BULL must also be hit three times. The center of the Bull scores twice, the outer part of the Bull scores once. Center of the Bull scores 50 points, outer part scores 25 points.

After a number is closed, additional hits will score the numerical value of that number. The team that closed a number may continue to score on that number until the opposing team Closes the number by hitting it three times. Once a number is Closed, neither team may score on that number - it has been eliminated for that particular game.

The first team to close all numbers plus the Bull, and is ahead on points, wins the game. If teams are tied for points, the team that closed all of the innings and the Bull first, is the winner.

8. PRESET MATCH FORMAT: Whenever both teams are present for a league match with only three players per team, both teams must follow the **Preset Match Format** order of play as designated on the machine. The order of play is detailed on the bottom of the League Score Sheet. Captains may change the position order (1-3) for each player **prior** to the start of the match, but once the order has been determined, **NO** further changes or substitutions may be made for the remainder of the match with the following exceptions. If a player must leave the match during games 1-10 due to serious personal reasons or other unexpected emergencies, the captain has the following options:

- A. Substitute in either one of his/her Alternate Players, if that player is available within a reasonable time period as agreed to by both captains. From that point in the match, whenever the departed shooter is scheduled to play, the captain must enter the alternate player in his/her place.
- B. Pull a player from the location. The player pulled, must be approved, by the opposing team captain.

9. LATE PLAYER ARRIVAL IN PRESET MATCH FORMAT: If a 4th, 5th and/or 6th team player arrives after the start of a league match, then both teams have the option of playing with an Open Sheet Format after any current game has been completed.

10. OPEN SHEET FORMAT: Whenever one or both teams have more than three players present for a league match, captains have the option of using the Preset Match Format or choosing to play with an Open Sheet Format. In an Open Sheet Format captains will choose two (2) players to shoot in each game, with the exception of the fifth (5th), tenth (10th) and fifteenth (15th) game.

11. PRESET FORMAT/OPEN SHEET FORMAT GAME OPERATION: Whether teams play a match using the Preset Format or Open Sheet Format the captains MUST use the league play option on the machine.

12. 11 GAME MAXIMUM PER PLAYER: Each player can shoot a maximum of eleven (11) games per league match. The fifteenth (15th) game though must be the eleventh (11th) game played. In other words, players may shoot in a maximum of ten (10) games in games 1 - 14, but game fifteen (15) must be their eleventh (11th) game. With three players present on league night, each player will shoot in eleven games including three 3-man and eight doubles games.

13. GAME MINIMUM FOR LEAGUE MATCH PER PLAYER: NO player present on league night is required to play a minimum of games and can be entered, into the match, in any of the 15 games.

14. THREE CONSECUTIVE GAME LIMIT PER MATCH: Players can shoot in a maximum of three (3) games in a row per league match, without exception.

15. MATCH PLAY PROCEDURE: HOME team shoots first in Game 1. The LOSER of the game shoots first in the next game. This is known as “Mugs” away.

16. START OF MATCH: For the first game, the AWAY team announces their intended shooters first. Then the HOME team announces their players.

17. GAMES 2 - 15 START PROCEDURE: In games 2-15, the starting team announces their intended shooters first.

18. 5TH, 10TH AND 15TH GAME FORMAT: In the three 3-player games, ALL THREE players will shoot. Each taking turns until the game is finished. In all Cricket, 501 & 701 games, team members will play on the same score. The freeze rule is not in effect in these X01 games since only one score is used per team.

19. 15TH GAME FORMAT: Players may **Open and Close** the game with the **Bull**. Remember it is a **FULL BULL game and is OPEN IN/OPEN OUT.**

20. GAME FORFEIT: A game forfeit primarily occurs due to captain error in scheduling players to shoot during a match. While this rule is needed as a guideline to settle the matter, captains are encouraged to notify an opposing team of the potential for a game forfeit before the game begins. This simple courtesy will go a long way to improving relations between teams and players.

With that said - a game may be forfeited according to the following actions:

A: If any rule has been violated: The most common infraction is when a player shoots more than the allowed consecutive amount of times between games 1-14. For example: In games 10 - 13, a team has entered a player in four consecutive games. Once the first round of darts has been completed, the opposing team may then call a game forfeit. If both teams have entered a player four consecutive times in the same game, both teams will be assigned a game forfeit.

NOTE: If you are playing with only three players, be careful how you schedule your shooters Prior to and after the 5th and 10th team games. Avoid scheduling a player to shoot in the 6th and 11th games after that player has played the previous three games.

B: IF A FORFEIT OCCURS, THE GAME MUST BE COMPLETED IN ORDER FOR THE MATCH TO CONTINUE. FINISH THE GAME AS YOU WOULD ANY OTHER GAME. DO NOT TURN THE GAME OFF, OR MANUALLY SCORE POINTS TO END THE GAME SOONER.

C: The forfeited game does not count as a Shot Game for All players from either team.

D. RULE INFRACTIONS MUST BE HANDLED AS THEY OCCUR. ONCE THE MATCH OR GAME HAS BEEN PLAYED, NOTHING CAN BE DONE AND NO FORFEITS WILL BE ASSIGNED.

21. MATCH FORFEIT: If on a scheduled match night, the opposing team fails to appear, all avenues concerning match forfeit procedure listed in the General Rules have been exhausted, (in other words, the team did not show, the captain did not call to postpone or otherwise make other arrangements to reschedule the match), the present captain has the option to declare a match forfeit.

Match Forfeit Procedure: The team present, who is receiving the forfeit, will start the machine as if beginning match play. Enter your team for both Home and Away Teams. After the team has been entered as the Away Team, the screen will display "Is This A Forfeit", press the Enter Button for Yes. The match forfeit will now be recorded. Exit out to the regular game menu.

22. LEAGUE SCHEDULING: Wednesday night is designated League night. Start time is 7:30pm. Summer League plays until the last Wednesday before Labor Day.

23. KNOCKDOWN NIGHTS: There are no Knockdown nights for Summer Leagues.

24. TEAM STANDINGS: Team standings are determined on a GAME WON/LOSS percentage. Team standings, individual player rankings, and other pertinent information, are e-mailed to players weekly and are displayed on each league machine.

25. FEES: The sponsor fee for Summer League is \$60, which is billed NET30 directly to the sponsor, by LAC. The Summer Combo League team dues are \$60.00 and is due at sign-up. Please make every effort to get the dues to LAC on a timely basis.

26. AWARD: There is an LACDL tournament and party at the end of the Summer Leagues. Every league player is invited to play in the tournament. This event will be paid for with team dues from Combo and Cricket Leagues, and by LAC. The date and location will be announced as the league nears its end. There are no payouts or playoffs in Summer Combo. The minimum prize money for this tournament will be \$500 but should be more, and is based on number of total Summer Leagues' teams.

27. PHILOSOPHY: Please remember RULE # 1 - ALWAYS USE COMMON SENSE AND GOOD SPORTSMANSHIP !