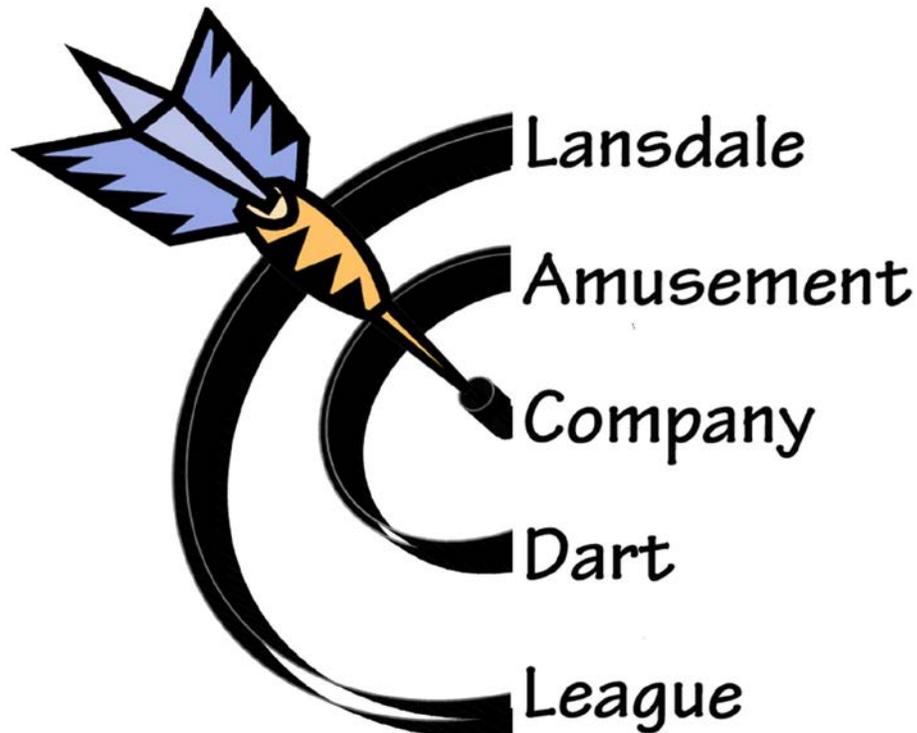


Lansdale Amusement Company

Summer Cricket



Rules & Regulations

Lansdale Amusement Company 127 Union Street Hatfield, PA 19440 215-368-1255

www.lansdaleamusement.com/lacdl

1. GOOD SPORTSMANSHIP: Common sense and GOOD SPORTSMANSHIP are to be used to answer any questions which may arise during a match that 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.

2. TEAMS: Teams will consist of at least three and not exceed six players. Each team will need a minimum of three (3) players to shoot a complete match on any league night.

3. FINAL ROSTERS: While captains must submit a complete team roster prior to the start of the league season, captains have **SIX WEEKS** to finalize their roster. If the final roster varies from the pre-season roster, captains must make Lansdale Amusement Co. aware of the change so the machines can be reprogrammed with the correct info. After the seventh week of play, team standings will reflect the final rosters, for all teams in the league.

4. MATCH FORMAT: A league match consists of fifteen (15) games. Games 3-6-9 and 12 are Singles' games. Game 10 is Wild Card. Games 5, 10 & 15 are 3-player team games. The remaining games are 2-player games and alternate between Cricket 200 & Cut-Throat Cricket. In all games, a team shoots on ONE score. All fifteen games must be completed to constitute a league match.

5. THE GAME: The games are: **Cut-Throat; Wild Card; and Cricket 200.**

6. 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 the respective team's number. The order is repeated until the game is won.

CRICKET 200/CUT-THROAT CRICKET: 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. NOTE: The Double Bull feature will be used in All league games. The center of the Bull scores twice, the outer part of the Bull scores once. The Bull can now be closed with only two darts. The center of the Bull scores 50 points, the outer part scores 25 points.

After a number is closed, additional hits will score the numerical value of that number, as points. 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.

In CRICKET 200, the first team to close all numbers plus the Bull, *and is ahead on points*, wins the game. In CUT-THROAT CRICKET, the teams with LESS POINTS and all of their numbers closed, wins the game. In both games, if teams are tied for points, the team that closed all of the innings and the Bull first, is the winner.

WILD CARD CRICKET: Wild Card is played with the same principle as Cricket 200. The difference is the numbers are scrambled after each side throws three darts. The numbers can be any six between 7 - 20. The Bull remains split as in regular Cricket.

Once a mark is scored on any inning, that number is "locked" for the rest of the game. Any number not hit after three darts is then scrambled. Only the Bull and numbers with a mark in them are not changed. Once there is a mark in each of the six innings shown, the rest of the game will be played out with only those numbers to shoot.

7. SCORE SHEETS: Score sheets are provided to help captains keep track of their team as well as the opposing team's shooting positions. If a machine is malfunctioning, by not letting league play, you can play the match using the score sheet.

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 machines. The order of play is detailed on the bottom of the 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 some exceptions. If a player must leave the match during games 1 thru 10, due to serious personal reasons or other 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. Complete the remaining games, while keeping with the rules, forfeiting those you can't.

C. By picking up a substitute player from the location. The player must be approved, by the opposing team captain, before he/she is entered to play.

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

10. OPEN SHEET FORMAT: Whenever one or both teams have four or more players present for a league match, captains have the option of using the Preset Format or choosing to play with an Open Format. In an Open Sheet Format, captains will choose which players are to shoot in each game.

11. 10 GAME MAXIMUM PER PLAYER: Each player can shoot a maximum of ten (10) games per league match. The fifteenth (15th) game though must be the tenth (10th) game played.

12. GAME MINIMUM: There is no **minimum** number of games per match a player must play in the Summer Cricket Dart League.

13. THREE CONSECUTIVE GAME LIMIT PER MATCH: Players shoot in a maximum of three (3) games in a row per league match. This includes the last three games of the match. Watch this carefully when placing a player in for the fourth Singles' game.

14. MATCH SHOOTING ORDER: **HOME** team shoots first in the first game. From the 2nd game on, the loser of the previous game will start. This is referred to as "Mugs Away."

15. 5TH, 10TH AND 15TH GAME FORMAT: In the three Team games, ALL THREE players will shoot on the same score, each taking turns until the game is finished.

16. 3RD, 6TH, 9TH AND 12TH GAME FORMAT: There are four SINGLES' Games. The three players each play a Singles' Game in Games 3, 6 & 9. The Captains decides which player will play two Singles' games for Game 12. If either team has four or more, the Captain chooses, out of ALL of the team members present, which of his/her players will shoot the 12th (4th Singles') game. Be careful of Rule 14 when placing a player in Game 12.

17. 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 RULES have been violated. The most common infraction is when a player shoots more than the consecutive amount of times allowed between games 1-15. For example: In games 10 - 13, a team has entered a player 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 in the OPEN SHEET FORMAT, 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: 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: The team in violation has the option of playing with less than the required amount of players in that game. The round of darts by the vacant player will be skipped whenever that player is scheduled to shoot.

18. 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, which is receiving the forfeit, will use the machine as if beginning match play. Go to League Play and select your team for both Home and Away Teams. After the team has been selected for the Away Team, the screen will display "Is This A Forfeit", Enter Yes. The match forfeit will now be recorded, exit out of League Play, the match is completed and will report stats as a forfeit.

19. LEAGUE SCHEDULING: Monday night is designated League Night. **Start time is 7:30pm.** The grace period before a team **can call a forfeit is 15 MINUTES!** Your team must be there to start the match, no later than, 7:45pm. Each team plays all teams once. Each team will play half their games home and half away. The schedule is arranged so each team will play one week at home and one week away, wherever possible. If there are locations with more than one team, it may not be possible to alternate playing one Home, and one Away match each consecutive week.

20. TEAM STANDINGS: Team standings will be determined by total WIN %. Team standings, individual player rankings and other pertinent information will be posted on the machines weekly.

21. SPONSOR FEE: The sponsor fee for the Summer Cricket League is **\$60.00** per team. Sponsors will be billed by LAC. This fee cover some but not all administration costs.

22. TEAM DUES: Team dues will be **\$60.00 for the season per team.** Captains are responsible for making sure dues are paid.

23. TEAM/PLAYER/SPONSOR AWARDS: An event will be planned, for all Summer LACDL players, at the end of the season.

24. PHILOSOPHY: Please remember RULE # 1 - ALWAYS USE COMMON SENSE AND GOOD