

TITAN RULES AND GUIDELINES

NDA SANCTIONED LEAGUES RULES/GUIDELINES

For clarification of Titan Dart Leagues position on NDA Rules and Guidelines, the player can refer to the information found on the NDA website at www.ndadarts.com. For your convenience, the following is an excerpt from the forward of the NDA Official Rules / Player Guidebook:

“Topics covered in this pamphlet are to be viewed in two ways. First, there are areas of standardization that require compliance of NDA-sanctioned leagues.

Secondly, there are areas that have been included herein that are suggested means of conducting local league play. In all these areas your local NDA charter holder will have full and unequivocal authority to implement rules for league play.”

Titan Darts strictly adheres to those standards the NDA requires in order to secure sanctioning of our leagues.

The following individual rules and guidelines have been set forth for all Titan League and Regional Tournament play.

LEAGUE:

Start Time:

- All Titan dart league matches will begin at 6pm on Sundays, and 6:30pm Monday-Thursday.
- Dart matches should start no later than 15 minutes from scheduled start time. Teams may elect to extend this time if it is agreed upon by both team captains.
- Any team that is unable to make the scheduled match is responsible for contacting the other team to reschedule the match.
- If a team has not rescheduled the match, and does not show up within 30 minutes, the team on location will be awarded a forfeit. All teams should make every effort to reschedule if possible.
- All rescheduled/makeup matches must be completed by the final date listed on league signup sheets. This is generally the last scheduled week of league.

New Players:

- Any player not currently rated with Titan Darts, wishing to play in Titan Dart leagues will be considered a “Temporary Rated Player” (TRP) for purposes of rating. New players can contact their Titan Dart League Coordinator to determine the method for obtaining a temporary rating. New players “temporary” rating must be established prior to signing up for league, and the player must use the same rating for all teams they sign up to play.

- “Temporary Rated Players” are allowed to end the season two (2) ratings higher than the rating they began the season with. Any temporary rated player whose rating raises three (3) or more will “bust” their team. Any busted team will drop to last place and the team will be required to replace the busted player with an alternate or substitute player at the regional tournament.

Seasonal Rating Changes for Established players

- Players who have an established league rating can have their rating increase season to season by any amount without consequence.
- Players who find their rating dropping season to season will have their rating drop at a rate of no more than one (1) point a season.
- Any player who does not play with Titan Darts for 2 years will have their rating revert to a temporary rating. If they return to play in league, the rules for new players apply.

Substitute Players:

- **Standard Leagues:** If a team requires a substitute player during league play, the substitute must be the same rating or lower than the player they are replacing. This rule is also in force for regional tournaments.
- **Handicap Leagues:** Substitutes in handicapped leagues must be ± 2 rating points of the player being replaced. In the event the handicap league has a cap, the resulting team must remain under cap. This rule is also in force for regional tournaments.
- Any player, who is a member of a team in a league, may not substitute on any other team in that same league.
- In the event a player needs to be permanently replaced on a team, any player who does not take the team over the cap can be placed on the team. The replaced player may not play in the league for the remainder of the current season, or in the Regional Tournament. No replacement players may be used in the last three (3) weeks of the season. In the last three weeks of the season, the first sub rule above will apply.
- Any player, who substitutes twice for a team during the season, will be considered a permanent member of that team and is not eligible to sub for any other team within that league.

Alternate Players:

- To be considered an alternate player, the alternate must be listed on the league sign up sheet before the beginning of the season.
- Any player added to a team roster as a rotating alternate player, must be within two (2) ratings of the player they are replacing.

Locations:

All matches must be played at the scheduled location. If a match is not played at the scheduled location, both teams will receive a zero win forfeit. The locations pay a team fee for each team playing at their bar, and are entitled to have their home teams playing at their location. There are a few potential exceptions.

- If a scheduling mistake results in more teams being scheduled at a location than there are boards available, team captains must contact their league coordinator for resolution.
- If the location is closed or otherwise unavailable on a scheduled league night for some reason, the match can be played at the visitor's location if both teams agree.
- If the only time available for a rescheduled match results in play occurring on a night when no boards are available at the home location, the match may be played at the visiting location if both teams agree.

If a player is 86'd from a location that player must find a substitute player if they are scheduled to play in that location. A player being 86'd from a location does not qualify as a reason to play at a different location under any circumstances. If one of the exceptions listed above occurs on a team that has an 86'd player, the player must still find a replacement for the 86'd player even if the match is played in a location they can enter.

Forfeits:

Forfeits are a problem for the overall league, and may affect final league standings.

Therefore, the following rules are in place for any team who forfeits a match.

- The forfeiting team will lose half of their pay per win money for the first forfeit.
- Any additional forfeiture, within the same season, will result in the forfeiting team losing all pay per win money and eligibility to play in regionals.

Win awards for forfeits:

- In a 19 game match, the team receiving the forfeit receives 10 wins of 10 games played. The forfeiting team receives 10 losses of 10 games played.
- In a 17 game match, the team receiving the forfeit receives 9 wins of 9 games played. The forfeiting team receives 9 losses of 9 games played.
- In a 15 game match, the team receiving the forfeit receives 8 wins of 8 games played. The forfeiting team receives 8 losses of 8 games played.

Multiple League Play:

There have been players opting to play on multiple leagues that traditionally play on the same night. While players are encouraged to play as many different leagues as they would like, the following rule will apply for regional play only:

- The Player will be required to declare which of the conflicting leagues they will choose to participate in at regionals.

ADDITIONAL GENERAL RULES:

General Sportsmanship

- When a player is at the throw line, they will be given an invisible three foot circle. The other team is not allowed to move within this circle until the throwing player has removed their darts.
- During league matches, all players will be ready to play when it is their turn to throw. Players are not allowed to sing karaoke, play pool, bowl, or any other activity during their league match.
- Smoke/bathroom breaks and going to the bar will be done in a timely fashion to minimize wait time. Any player, who disappears without explanation during a match, can be passed by the opposing team until their return
- There is zero tolerance for fighting during league matches. Any player who is 86'd from a location will be required to have a sub for matches played at that bar. Any player 86'd from a location may also be subject to expulsion from league play for the remainder of the season, or from the league entirely, at the discretion of the operator.

Practicing

- There is absolutely no practicing, by any team member on any board, once a league or regional tournament match has started.

Coaching:

- No person, other than a participating member of the team playing, is allowed to coach a player during a match.
- Participating team members are allowed to coach their team-mates while they are at the line.

Cell phone Use:

- Constant cell phone use or texting, during matches, is distracting to fellow team-mates. Cell phone use should be limited to emergency situations only. Constant talking or texting, during a match, is not allowed.

Walkout during League Play:

Any player, who walks out during league play for any reason other than an emergency situation, will be subject to the following:

- Player will lose their Clash eligibility for that season on first walkout.
- Player will be warned that any future walkout will result in ineligibility to participate in that seasons regionals or leagues the following season.

In addition, the following procedure will be followed after a walkout.

- League play will stop at the point of the walkout.
- Teams will receive wins/losses to the point of walkout.
- Players will unplug the board, and follow the directions after the board is plugged back in, to discontinue league play.
- League coordinator will be informed to ensure proper recording of league stats.

Dartboard Registering:

- Procedures to be followed regarding any dart that registers incorrectly on a dartboard will be agreed upon, before the match begins, by the captains of each team. Team Captains will determine whether to allow the backup of any dart that registers incorrectly, provided it has not flighted off any close dart, or to accept the registering of any dart as it stands.
- Any dart scored that ends a game, even if incorrectly scored, may not be changed. The score is always accepted as correct in this case.
- It is the individual player's responsibility to make sure the player change button has been pushed and the board has advanced to their position before their darts are thrown.
- If a dart is thrown before the "Throw Dart" message lights, the dart will not score and is considered a thrown dart. It may not be scored, or thrown again.

Machine Reset

If a machine resets due to a reason beyond control, and the machine does not provide the option to continue the game from its point of interruption, the game will be replayed from the start.

FOULS

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, or in extreme cases, expulsion from tournament, league, future leagues, or future tournaments. If fouls occur and there is no resolution, team captains are encouraged to contact their Titan Dart League coordinators for resolution.

1. Behavior

No rude or distracting behavior, while a player is at the throwing line, will be tolerated. Team captains should enforce this within their own teams. Team captains will issue a warning to the offending team's captain. If the behavior continues, the offending player will lose their next three darts. If the offending player is not actively playing at the time of the foul, their next team member to shoot will lose their next three darts. Spectators behaving in a rude or distracting manner will be asked to discontinue, or the team they support may be charged with a foul.

2. Foot fouls

- On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul will be committed.
- The player will be warned on first offense.
- Any subsequent foot fouls, after initial warning, will result in loss of the players next three darts.

3. Player Turn

It is each player's responsibility to see that the machine is displaying the appropriate player's name/number prior to throwing their darts. Play is stopped immediately when the infraction is noticed. Team Captains may elect to enforce

lesser consequences to this rule, such as backing up and continuing play. If no agreement can be reached, the following consequences shall apply:

If the player throws while the machine is displaying an opponent's name/number, it constitutes a foul:

- If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
- If the player throws all three darts on the opponent's name/number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponents name/number) and the game proceeds normally.
- If a player throws out of turn and ends the game on that turn, their team loses that game

If the player throws when the machine is displaying the name/number of that player's partner, it constitutes a foul:

- If the player has thrown all three darts, their turn is completed. The machine is advanced to the correct player position. Play resumes as normal except that both players from the offending team lose their next turn.
- If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn

If the player throws when the machine is still displaying "Change Player", it constitutes a foul:

- If the player has thrown all three darts, their turn is completed. The machine is advanced to the correct player position. Play resumes as normal.
- If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. Darts thrown before the machine was advanced are not to be scored.

4. Multiple Fouls

Any player/team committing three fouls in one game will forfeit that game.

5. Ending a game in a turn with a foul

If a player ends a game in a round in which that player or their partner committed a foul, that player/team loses that game.

6. Abuse of equipment or poor sportsmanship

Abuse of equipment, poor sportsmanship, or unethical conduct as judged by an operator or tournament official may constitute a foul.

CLASH ELIGIBILITY AND RULES

- Being a member of a Clash team is considered a position of honor in Titan Dart Leagues.
- Clash Players are expected to be good ambassadors for Titan Dart Leagues.
- Players must be in good standing with the league and its operators/coordinators.
- Players must conduct themselves in a sportsmanlike manner during league and tournament play.
- Players must play 11 of 14 weeks of the league(s) in which their qualifying MPR and PPD numbers are taken.
- Players must finish in the top four (4), grouped by men and women, determined as follows:
 - a. The players highest league cricket MPR.
 - b. In the event of a tie of the cricket MPR numbers, the player's best 01 numbers will be used as the tie breaker.
 - c. In the unlikely event of a tie of the 01 numbers as well, the player participating in the most leagues, for the season, will be the second tie breaker.
 - d. In the very unlikely event there is still a tie it will be determined by rock-paper-scissors...
- Teams will be chosen from each region of Titan Dart Leagues. The current Clash regions are: Spokane, Lewiston, Post Falls/Coeur d' Alene and Boise. Any player, who plays leagues encompassing more than one (1) region, will declare to their operator by week two (2) of league which zone they choose to use to qualify for a Clash team. Only the MPR and PPD numbers from that zone will be used to determine Clash qualification.
- Any player who conducts themselves in an unsportsmanlike manner may receive one warning by the operator, and may be subject to replacement. Should the player continue to behave in an unsportsmanlike manner, the operator may elect to replace the offending player with the next alternate player available. Alternates must be reviewed in skill order until a replacement is selected.
- Should any Clash player need to be replaced during the tournament for any reason, the replacement can only occur between matches.