

BULL Shooter

REMOTE

DART LEAGUES



League Rules
&
Team Guide



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These rules are meant to provide a foundation for an enjoyable experience playing darts. Please don't use any rule out of the context for which it was written, in doing so you may cause more problems than the rule was originally meant to help. Never allow misplaced competitiveness to replace the real purpose of the league, which is to have FUN. Common sense and good sportsmanship will always solve a problem if you allow it.

THROW DARTS!

BE WITH FRIENDS!

EXPERIENCE THE EXCITEMENT!

HAVE FUN!!!!

General Rules

1. Freeze Rule- in a '01 game with 4 scores, when one team reaches 0 the team with the lowest combined score or the team that took out the game in the case of a tie wins.
2. Cricket is always played with a Split Bull (25/50).
3. '01 games are based on a Full (50 point) Bull, unless otherwise noted.
4. Darts may not exceed 54 grams in weight (this includes the barrel, shaft & tip) per set.
5. Players are responsible to throw only on their turn.
6. Playing partners may coach team mates.

League Fees

Individual league fees should be determined by the league coordinator and players. This information should be decided upon before any play has begun. An average league today charges \$5.00 per player for each night of play that is put into a "Pot" for division at the end of the season. Most leagues pay this back to the players by "Wins and Losses" or pre-determined places for the teams based on their performance. It is recommended that "Wins and Losses" returns money to more players and promotes future participation.

Byes

When a league has a BYE, a team with a bye receives 0 wins and team fees are not required.

Team Captain Responsibilities

Team Captains... are responsible for their team adhering to all league rules. Captains must make available to league officials: their contact information and agree to allow this information to be distributed among the other team captains in the league for the purpose of assisting in rescheduling missed matches, and other common communication needs etc. When choosing their team, team captains must assess all potential players for dedication to play and pay. By submitting a team at time of registration, team captains accept responsibility for collecting team fees and setting up each league match.

Rosters and Subs

Substitutes... Subs are limited to 2 on a team per match. A sub may be selected from originally listed subs on the team roster. New subs may be used except for the last two weeks of league and play-off matches.

Age Requirements... All players should be at least 21 years of age to play in league. If under 21, players must have prior approval from the location involved in the league.

Illegal Players... If a player is found to have played illegally in a match, all games that the illegal player participated in are subject to forfeiture at league discretion OR the match may be subject to a replay after investigation by league officials.

Start Times

Start Times... League start time is stated on the league schedule. League matches may start earlier or later so long as both teams agree prior to the scheduled date and time of the match.

All efforts must be made to get a match concluded, even when it is started late. When there are problems, play the match then report details of the situation to your local league coordinator and work with league officials help to decide how best to resolve any conflict.

If a team does not have all players present and able to start a match thirty (30) minutes post league match start time, the team that is present should call their local league office/coordinator and leave a voice mail. The message is necessary to give a report of the situation and to log the time.

Delay of Match... Any unnecessary delay of match or intentional stalling constitutes a foul. Non-offending team shall report any problems to their local league coordinator to initiate possible disciplinary action. **Reasonable time between shooters is 1-3 minutes.**

Reschedules

Rescheduling a Match... In case of extenuating circumstances (weather or an emergency) or other similar reason, a match may be rescheduled. When a match is rescheduled, both team captains rescheduling **MUST** contact their local league coordinator.

Match Forfeits... To be added.

NOTE: Use of league discretion in enforcing any rules related to a rescheduled match is based on both teams willingness to reschedule a match. In any situation that appears to be a possible manipulation of stats by a team, league officials will allow the most advantageous consideration to the more willing team.

Match Play

Schedule... On the Galaxy3 all teams may go to View Schedules to see their particular leagues information. Of special note is the Home and Away information, for Remote Leagues these designations must be entered correctly to get into the desired match.

At the Board... Enter the League Mode menu, choose Play Remote League, and choose your league. The board then asks for you to “Choose Local Team” (your team) and then asks if you are the Home or Away team? Refer to the Schedule for this information. Next it asks “Choose Remote Team” (your opponent) and generally waits for that team to check in at their location. Once both teams have checked in they will progress pretty much like any other league match.

Machine Errors and Remote Camera Functions

Loss of Internet Connection... If your Remote League Connection is interrupted for some reason and cannot be restored so that play can be continued immediately, the board will offer to Suspend the League. This is so that match information is not lost and the match may be completed at a future date when the connection problem has been fixed. Power loss can also trigger this type of action.

Dart board errors... Repeated malfunctions may require a match to move or reschedule. Both team captains must decide whether to play, move to another board or reschedule the match. All missed matches must be played and the league office must be notified. Teams must notify their local league coordinator of any stats that need credited due to a board malfunction immediately. When a match/board has malfunctioned and teams have decided to move to another board or reschedule a match...the match may be “suspended”.

NOTE: Make certain that the Team Captain contacts the League Office to notify them of the board malfunction A.S.A.P.

Match Suspension... Due to weather, electrical, internet issues, etc. power to the dart boards may be lost during match play. When this occurs and the power is lost to one dart board, the other team will receive a message stating that match play has been interrupted. The team will then be prompted to “resume match” or “suspend match”. Please contact the other team to confer with them before answering the dartboard prompt. Should both teams decide to continue play, please select “resume match” and should both teams decide to reschedule the match simply select “suspend match” until you’ve reached an agreeable date to resume.

Once the teams involved in a suspended match decide to continue, at least one team must play on the original dart board from the malfunctioned match. Each team will choose themselves as the appropriate home / away team and the dart board will recognize the match as being suspended. The dart board will prompt to answer if the match was suspended, do you

wish to resume? Both teams say yes and the program will take you back into the match at the point of suspension. It will recognize the match as being paid and will not require league fees again.

NOTE: Manually initiating a “match suspension” will require interrupting power to the dart board for a few minutes in time.

Remote Camera Malfunctions... - In the event that during league play, a team recognizes that the camera is not functioning properly for the opposing team, please contact the opposing team to advise them that the camera is not working and no image is visible. At this point both teams ***MUST CHOOSE ONE OF TWO OPTIONS...*** 1) suspend the match and move to another dartboard or 2) suspend the match to a point in time that the camera function / internet upload speed has been investigated and repaired.

Fouls, Errors, Solutions

Throw Line... All Galaxy games have foul lines positioned eight feet from board face. Players throw from behind the foul line. Players are allowed to lean across the foul line with their trail foot, as long as their trail foot does not touch the floor before the dart scores

Unthrowing darts or Flighting A Dart... A dart thrown that sticks, but does not score or appear on the darts thrown count on the monitor **due to a game malfunction** may be scored manually by **agreement of both team Captains**. A dart that **“flights” another dart** as it goes in **is left scored as the board decides**. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by unthrowing the dart and manually scoring - only with both team's Captains in agreement. Stop the match, call the other team and explain what you need to do.

Procedure for unthrowing a dart in Remote League: Scenario 1, the league is set to auto player change; If the league is set to auto player change, the player throwing has the ability to “unthrow” darts anytime during their respective turn. If an “unthrow” is warranted on the 3rd dart thrown you will need to signal to the opposing team and press the Yellow Down Button to pause the game. Call the opposing team, explain the situation and have them “unthrow” the last dart. To do this they will have to press the Yellow Up or Down Button and choose “Unthrow”.

Example: Joe throws a Hatrick but due to a stuck segment, his last dart registers as a 3. His team quickly presses the down arrow to pause the game. His Captain Fred calls the opposing team's captain and explains the situation. The opposing team's captain then “unthrows” the dart for their opponent.

Scenario 2, the league is set to manual player change with a predetermined “unthrow” limit; If the league is set to manual player change with a predetermined “unthrow” limit, the player throwing has the ability to “unthrow” darts anytime during their respective turn up until they press the Red player change button. If an “unthrow” is warranted on the 3rd dart thrown, simply press the Yellow Up or Down button to unthrow said dart before pressing the Red Player change button. Also call the opposing team to explain the situation and reach an agreement on the “unthrow” before proceeding with the match.

To set up a remote league with manual player change enabled be sure to check the “Enforce Player Change when playing Remote” check box. Also make sure you set it to “Manual” as well as choosing the amount of “Unthrows” you would like to allow. Please note: the “unthrow” limit is shared between the two opponents. Example: if you choose 8 unthrows for the limit that limit is shared so one team could use more than the other team. It is not meant as 8 unthrows for each opponent.

Please note: Some leagues will not have the BackUp option activated in Remote Play!

Players Shooting On Opponents Turn... It is each player's responsibility to see that the machine is displaying the player's name and the “throw darts” is displayed prior to throwing a dart. Darts thrown prematurely can be lost. Or the dart can be manually scored after contacting the other team to explain what you need to do.

Shooting On A Teammates Turn... When a player throws while the machine is displaying the name of the player's partner: A) If caught soon enough, contact the other team and back up the game to allow the correct player to throw. B) If

not caught soon enough, that team loses the next players turn in line. They will push the player change button after the correct player as identified by the game.

Player Etiquette, Good Sportsmanship

Player Etiquette & Good Sportsmanship... Players are required to conduct themselves in a positive manner at all times. Misguided competitiveness is not an excuse! Drinking is not an excuse! Please be especially considerate because the match is played remotely which in and of itself can create extra concerns, uncertainties and or potential for adding unwanted stress. Work with the other team to resolve a problem as quickly and reasonably as possible. Be prepared to throw when it's your turn. Do not delay the match for any reason – there is a 10 minute timeout feature when playing.

Suggested League Match Player/Game Formats

Leagues may take advantage of almost any game type or format available to the Galaxy3Live.

- 13" or 15" darthead?
- Open In, Double In, Open Out, Double Out or a mixture of these and more?
- Include a Singles game between team games?
- Throw in a game of Count-Up and see who has the highest point total at the end of the season?

What we are pointing out here is; be original, be innovative, this is for FUN!

4-Person TEAM

Game Format – 15 games – each player will play in 9 of the 15 games as follows:

- 4 Games of 501 Freeze**
- 1 Game of Cricket- All Players**
- 4 Stacked Games of Cricket**
- 1 Game of Cricket- All Players**
- 4 Stacked Games of 501**
- 1 Game of 501 - All Players**

TRIPLES

Game Format – 15 games – each player will play in 12 of the 15 games as follows:

- 1 (Team) Game of 501**
- 3 Games of 501 Freeze**
- 1 (Team) Game of 501**
- 1 (Team) Game of Cricket**
- 3 Stacked Games of Cricket**
- 1 (Team) Game of Cricket**
- 1 (Team) Game of 501**
- 3 Stacked Games of 501**
- 1 (Team) Game of Cricket**

DOUBLES

Game Format – 15 games – each player will play in all 15 games as follows:

- 4 Games of 501 Freeze**
- 6 Stacked Games of Cricket**
- 5 Stacked Games of 501**

Please respect your teammates, your opponents and have as much fun as possible!

New Friends, Old Friends and Good Times!

The BullShooter Team



REMOTE DART LEAGUES SIGN-UP FORM

Night of Play: _____ League: _____

*Captains Name: _____ Cell Number: _____

Address: _____ City: _____ ST: _____ Zip: _____

e-mail: _____

Players Name: _____ Phone: _____

e-mail: _____

Players Name: _____ Phone: _____

e-mail: _____

Players Name: _____ Phone: _____

e-mail: _____

Players Name: _____ Phone: _____

e-mail: _____

Team Name: _____

Location: _____

Location Phone #: _____

*(Captains Name and Cell Number will be available to all Captains in league)

