



[www.musivend.com](http://www.musivend.com)

**MUSIVEND INC.  
DART LEAGUE RULES**

- 1). The following rules are a set of guidelines to help the team captains solve any problems that may arise during the course of a match. Common sense and good sportsmanship should be used to answer any Question's that may arise, and are not covered in these rules.

(PLEASE REMEMBER, WE ARE HERE TO HAVE FUN AND ENJOY OURSELVE'S, NOT ARGUE.)

- 2). **SO THERE ARE NO PROBLEMS WITH THE BARS YOU WILL PLAY IN, ALL DART PLAYERS MUST BE 21 YRS OLD.**
- 3). Starting time shall be 7:30 pm regular time. (not bar time). No practice games after 7:30. A 20 minute grace period will be allowed before the absent team must forfeit any games. You may play a game with 3 players by leaving the missing players score at the score the board has given them and the player throwing darts must go out with his "0" and missing partners score being lower than the opposing team. Any mutually agreed upon schedule changes must be made 24 hours prior to that scheduled match, (unless emergency). Please notify the Musivend office about schedule changes. PLEASE in case of bad weather, use your common sense and call the other team captain to play or reschedule.

4). League format:

A) We will be playing 13 games total. This will include 12 games of 501, all by individual players. There will be a final team game of 701 played with all 8 players playing in a piggyback format. The Dartboard will set this up for you. During the "team" 701 game, personal stats will be accounted for. (ex. Hat tricks, dart outs etc.)

B) Teams will play (12) 501 gms, (2) cricket gms, and (1) 701 gm. This is offered so those players wishing to play cricket in State or Nationals, can get qualifying games in before cut off date.

5.) It is always the responsibility of the player that is about to throw their darts, to make sure the dart board has advanced to the correct player position before throwing darts.

6.) The same 4 players must play the entire match.

7.) Musivend League Office assumes all matches are being played at the assigned location and night. Again please notify office of changes.

8). The cost of dart leagues shall be:

a). Sanctioning fee per player will be \$8.00. All players that have played 3 weeks, **WILL** be sanctioned. This fee will be deducted from your league prize fund at the end for the season. All player's participating in City, State, or Nationals Must Be Sanctioned. Fee's are determined by NDA.

b). Each player pays for their own games, **\$4.75**.

c). Each player pays **\$3.25** per night for prize fund to be distributed at the end of the season. \$8.00 per player per night total.

9). The prize fund of \$3.25 per player per night, must be deposited into the dartboard before the board will start the league play. (It will ask for 52 credits, which will be \$13.00).

- 10). With the system that Musivend uses, there is a maximum of 8 player's that can be "assigned" to a team, but there is no maximum of the number of players you have on a team. Those players that are not "assigned" to the team, will have to be entered as a sub player with the correct P.P.D. entered for handicap score. When teams are updated, the 8 most active players will be "assigned" to that team.
- 11). All players will start at 501 for the first night. After the first night, your new ppd's will be in affect.

New this season(2015) When you start a new sub, after the first week, you can give them a ppd of the highest players ppd of both teams playing in that match. A person on the opposing team may have the highest ppd in that match, but that is what the new sub will use for that night only.

Once a "new" player has thrown, they will appear on your team roster.

12). HANDICAPING:

Your p.p.d. is what your starting score will be based on. Once you have your p.p.d. by your name, the dartboard will adjust your starting score for that game. Your correct ppd should already be at the board at the start of the match, no adjustment should be necessary.

- 13). When you add new players, please email their current address to the league office ([www.musivend.com](http://www.musivend.com) league information). If the office has not received addresses as of sanctioning time, a list of those players will be sent to the team captain. Those players that DO NOT have addresses, will not be sanctioned.

**TEAM CAPTAINS, PLEASE BE SURE I HAVE YOUR CURRENT MAILING ADDRESS, EMAIL ADDRESS (if you have one) AND PHONE NUMBERS BOTH WORK AND HOME. PLEASE PUT FIRST AND LAST NAMES IN THE BOARD FOR THE PLAYERS FIRST NIGHT.**

This is in case we need to get information during the day of your match.

14). FORFEITS:

The team that shows up and pays their prize money will receive the following in wins in case of a forfeited match.

A) Your teams winning % OR 7-6, whichever is greater

B) The team forfeiting, will be charged the \$13.00 but receive no points for that night.

15). IN CASE OF BYES, (odd number of teams in the league),  
NO MATCH PLAYED, NO POINTS AWARDED, NO MONEY  
NEEDED.

16). The last 4 weeks of the season and the playoff games, only those players on your current roster with 6 weeks of league play, will be eligible to play. Sub players may have equal to or lower ppd than the player they are playing for. In case of emergency, both team captains must approve of the player before you start the match. Once you have completed a match with a sub player, the match stands as played.

17). **ALL PLAYERS MUST HAVE 6 NIGHTS OF LEAGUE PLAY  
BEFORE JAN 1, TO QUALIFY FOR CITY, STATE.**

18). **LAST BUT NOT LEAST, PLEASE REMEMBER RULE 1  
WE ARE HERE TO HAVE FUN AND ENJOY OURSELVES.**

**THANKS AND HAVE A GREAT SEASON**

**DON AND DARRELL  
MUSIVEND DART LEAGUE SYSTEMS  
[www.musivend.com](http://www.musivend.com)**