

2020-2021 IRON RANGE CRICKET LEAGUE RULES
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A.) OBJECT

To close numbers 20,19,18,17,16,15, and Bull, in any order, before your opponent(s). The player or team that closes all numbers (including the bull) first and has greater or equal point score, wins.

B.) SCORING

1.) Closing a number: A number is closed by scoring a total of three marks on that number. The machine will score your marks for each number.

- A TRIPLE is 3 marks
- A DOUBLE is 2 marks
- A SINGLE is 1 mark
- A BULL is 1 mark outer/ 2 marks inner double
- CRICKHAT is any three bulls

2.) Scoring Points: If you score more than 3 marks BEFORE your opponent(s) closes that number, you score for the "extra" marks. Your point score will be displayed under the appropriate player number.

EXAMPLE 1: Player has 1 mark on 20. His opponent(s) still has the 20 open. He shoots a triple 20 which closes his 20's and the "extra" mark will score 20 points.

EXAMPLE 2: Player has 2 marks on 20 and his opponent has the 20 open. he shoots a triple 20 which closes his 20's and the two "extra" marks will score a total of 40 points.

EXAMPLE 3: If a game is equipped and operating with the optional Double Bullseye, the outer Bull scores 25 points and the inner Bull scores 50 points.

NOTE: Points will not be scored if you do not have the number closed or if your opponent(s) has the number closed.

3.) The score recorded by the machine is the score the player receives. The player accepts that the machine is always right. The only exception will be on the last dart or winning dart.

If a player's winning dart fails to score or scores incorrectly, so long as the dart sticks, the machine was displaying the "Throw Darts" message and all other rules were followed, the player and team will be credited with a win in that game. This rule will apply for a single dart, not a combination of darts.

C.) GENERAL RULES OF PLAY

1.) Each player gets three throws per turn. You may PASS (not throw) any or all of your darts at any time it is your turn to play.

2.) All games shall have foul lines positioned in front of the dart machine. Players must not cross this foul line before the dart scores. Players are allowed to lean over the foul line, but must not touch the floor in front of the line until the dart has scored.

3.) Players may use their own darts. These darts must be unaltered factory darts and tips and must not exceed eight inches in length or 21grams in weight. Establishment darts will be provided in each location with a machine. Using "loaded" darts or abusing machine can lead to expulsion from league, forfeiture of league funds, and further prosecution.

4.) Darts must not be thrown until "Throw Darts" lights up on machine. A dart thrown early will not score and may not be thrown over.

5.) Each player must make sure the machine is displaying the player's position who is supposed to be throwing. If a player throws in an opponent's position, **PLAY IS TO STOP IMMEDIATELY WHEN THE INFRACTION IS NOTICED.**

6.) Fouls: two (2) dart penalty. Foul on the last dart thrown --lose game.

A.) If the player has thrown less than three darts, the machine is advanced to his correct position by use of the 'Player Change' button and he is allowed to throw his remaining dart(s). The game then proceeds normally with the opponent shooting next, and so on.

B.) If the player throws all three of his darts on his opponent's number before the infraction is noticed, he has completed his turn and the machine is advanced to the proper order (his opponent's number) and the game proceeds normally.

7.) If a player throws on the position of his partner, both partners lose a turn immediately.

8.) If a dart misses the board or doesn't stick, it counts as dart thrown.

9.) A dart thrown that sticks, but doesn't score, may be manually scored if agreed by the captains.

10.) Darts on board cannot be touched until turn is over and player has touched and advanced "Player Change" button.

11.) There will be a \$70.00 sponsor fee for each league sponsored, payable before the first night of play.

12.) Game time is 7:00 P.M. Teams will have only 15 minutes to show. At that time, the other team begins play. If the opposing team shows before first game is over, they forfeit the first game and start on the second game. If the first game is finished, **ALL GAMES ARE FORFEITED!** This 15 minute time limit for the start of the first game will be strictly enforced.

13.) **FORFEIT** scores 17 – 0. The losing (forfeiting) team has zero (0) wins & zero (0) stats. Dues for **BYES** will not be collected. You must report the forfeit to MN Pastime.

14.) A team must stay with the same sponsor location it signed up with at the beginning of the year. No moving to another location during the league season will be allowed. Exception: If bar closes for more than 2 league nights of play, that team can change sponsors.

15.) Players must be at least 21 years old.

16.) You **MUST PLAY 5 WEEKS** of league play with the same team to play in money tournaments. If a player played on two teams he or she must choose one team only for play offs and must stay with that team.

17.) Proper names must be used on **ALL** score sheets. If you use a nickname, please also indicate what your proper name is so there is no duplication when entering stats.

18.) To prevent players or substitutes switching or playing on "behalf" of another player's team, an ID can be requested and must be presented or player will be unable to continue.

19.) Players that played **CRICKET** in the previous year may substitute for a team in the same division that they played in the year before or in higher divisions. ***A SUBSTITUTE CANNOT PLAY IN A DIVISION LOWER THAN THEY HAVE PLAYED IN THE LAST FIVE YEARS UNLESS OK'D BY BREAKDOWN COMMITTEE. 501 STATS MAY ALSO BE USED IN THE PLACEMENT OF TEAMS!!!***

20.) The Division Breakdown Committee can place teams in any division it decides that team is capable of throwing darts in. Teams will be put into divisions by the officers and two volunteers from each division chosen at the beginning league meeting. Any obviously misplaced team may be moved up in divisions and a higher division team may be moved down if voted on by Team Captains of said Division and teams of other division(s) agree to the move. Over 50% of captains must vote yes.

21.) All ties at the end of the year for 1st, 2nd, and 3rd places will be played off. Previous weeks standings shall determine play off order and home team. All else being equal, flip of the coin shall determine order of home team. A full match (17 games) will be played in all divisions.

D.) DOUBLES OR TEAM PLAY

- 1.) Home Team will do the line up first and the visitor will follow.
- 2.) Teams pay \$12.00 per week dues and also pays own quarters for machine. 17 game format, home team will pay \$17.00 for play and visitors will pay \$17.00.
- 3.) All players will play in the first game.
- 4.) Lag all 17 games. Use lineup on score sheets for who lags each game.

E.) MISCELLANEOUS RULES

- 1.) The banquet will be held at location to be determined with a random draw later. The results will be posted on www.minnpastime.com. There will be an awards ceremony to pick up hardware and checks and hopefully buffet-type snacks provided the league has enough monetary funds. The President and Vice President should be present.
- 2.) No kibitzing, harassment or foul/abusive language will be tolerated. Any physical violence, poor sportsmanship or abuse of equipment may be grounds for forfeiture of a game, match, or expulsion from the league. Any complaints must be submitted in writing with a score sheet and a grievance filed.
- 3.) Grievances must be submitted in writing with score sheet or to an officer before Saturday following play. The grievance must be accompanied with a money order in the amount of \$20.00, which will be returned to the team filing the grievance if the grievance is won. There will be a 10 point penalty for a no show from a member of the grievance committee. The grievance committee consists of team captains or 1 team player from the division the grievance is from.
- 4.) Captains may override a rule with mutual consent BEFORE the match begins.
- 5.) In case of extenuating circumstances, play can be made up if both teams make arrangements 8 hours in advance, prior to the match. Both captains must agree in order to re-schedule matches due to inclement weather with a one hour notice. The re-scheduled game must be made up within one week's time. Please contact the secretary by noon Saturday to do this. Call in scores as soon as possible.
- 6.) A player released from one team wanting to play for another team must have written permission from team captain to play for the other team, and turned in to the Minnesota Pastime office or to a representative and referred to the trouble shooting committee.
- 7.) During a play off, if there is an odd number of teams in the division, the last place team does not have an opponent to play.
- 8.) ***This rule has been in the 501 rules but has applied to both leagues. Please use for future reference.*** All ties at the end of the year for 1st, 2nd, and 3rd places will be played off. Previous weeks standings shall determine play off order and home team. If there is one scheduled, this applies to playoff weeks as well. All else being equal, flip of the coin shall determine order of home team. A full match (17 games) will be played in all divisions.

F.) FEATS

- 1.) WHITE HORSE: 3 TRIPLES - NO POINTS SCORED.
- 2.) MARKROUNDS: 9 MARK - POINTS CAN BE SCORED.
- 3.) CRICKHAT IS ANY THREE MARKS IN THE BULLSEYE

Trouble shooting committee = captains within the same division must have 50% of captains to vote and reach a decision.

Marks per round: Machine will show this at the end of the game as MPR.

MONEY TOURNAMENTS

Each division will play within itself for money tournaments. Home team is responsible for sending in dues. The team with the higher points will be the home team except in the event of a double match in one evening, the later match will play the winner of the early match at the early match bar. In money tournaments, the team that has higher points in the final standings is the home team. Dues are to be paid for teams first 2 matches. Refer to rule # C16 for eligibility guidelines. The league voted to no longer pay for teams to go to state it is the teams responsibility.
