

2023-2024 IRON RANGE 501 LEAGUE RULES

PRESIDENT	BRANDON GORNICK	(218) 410-0018
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- 1.) The game will be 501 team; open in and open out for all league play.
- 2.) Players may use their own darts, as long as they are unaltered factory issue darts and tips; do not exceed 8 inches in length, and do not exceed 21 grams for each in weight. Otherwise, bar darts will be supplied by each location.
- 3.) A dart thrown that sticks, but does not score may be manually scored if agreed by the captains.
- 4.) All games have foul lines in front of the dartboard. Players may stand on the foul line but may not cross it. Players will be allowed to lean across the foul line with trail foot as long as the trail foot does not touch the floor before the dart scores.
- 5.) Dart machine is ALWAYS RIGHT: if machine isn't operating correctly, two (2) teams captains will decide whether to play, call a repair person, or make up the game.
- 6.) Home team will do the line up first and the visitor will follow.
- 7.) Game time is at 7:00 P.M. Teams will have 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 will be strictly enforced.
- 8.) In case of extenuating circumstances, play can be made up if the 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 Saturday Noon to do this. Call in scores as soon as possible.
- 9.) Teams pay \$12.00 per week dues and also pays own quarters for machine. 17 game format, home team pays \$12.75 and visitor pays \$12.75.
- 10.) 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 MINN. PASTIME office or to a representative and referred to the trouble shooting committee.
- 11.) Bars will not charge a cover charge to dart players during league play.

12.) 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.

13.) 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.

14.) 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.

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

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

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

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

19.) Dart thrown before machine is ready is counted as a thrown dart.

20.) There will be a \$75.00 sponsor fee for each league sponsored, payable before the first night of play.

21.) Total team points determine standings.

22.) The banquet will be held at location to be determined with a random draw later. The results will be posted on www.minnpastime.com. The banquet date is TBD. There will be an awards ceremony to pick up checks and hopefully buffet-type snacks provided the league

has enough monetary funds. **The President and Vice President should be present**

23.) 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 (18 games) will be played in all divisions.

24.) Re-scheduled games must be played at the bar of the team that originally was home team.

25.) If a problem arises, the captains in that division will decide who is right. Troubleshooting will be done in the division the teams are in. Their decision is final!

26.) You **MUST PLAY 5 WEEKS** of league play, with the same team to play in tournaments. If player played on 2 teams, he or she must choose one team only for play offs and must stay with that team.

27.) A forfeited match will score 17 – 0. The losing team will have zero (0) wins & a zero (0) for stats. Dues for BYES will not be collected. You must report the forfeit to MN Pastime. Dues for forfeited games **MUST BE PAID** within the forfeited week.

28.) LIGHT (LOW) TON	100 - 150
HEAVY (HIGH) TON	151 - 180
HAT TRICK	3 BULLSEYE
HAT TRICK	EQUALS A LIGHT TON
3 IN A BED	3 DARTS IN THE TRIPLE SQUARE OF THE SAME NUMBER (ANY NUMBER).

29.) Proper names must be put into the dart board. If you use a nickname, please also indicate what your proper name is so there is no duplication when entering stats.

30.) 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. Any wins will be removed for that player as well and credited to the opposing team.

31.) Players that played 501 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. CRICKET STATS MAY ALSO BE USED IN THE PLACEMENT OF TEAMS!!!**

32.) All players must be at least 21 years old.

33.) Captains may override a rule with mutual consent **BEFORE** the match begins.

34.) 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.

35.) Points per dart: machine will tell you at the end of the game as PPD.

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

37.) 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 team of other Division(s) agree to the move. Over 50% of captains must vote yes.

38.) 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.

39.) DOUBLES OR TEAM PLAY

- 1.) Home Team will do the line up first and the visitor will follow.
- 2.) 17 game format, home team will pay \$12.75 for play and visitors will pay \$12.75.
- 3.) All players will play in the first game.
- 4.) Lag all 17 games. Use lineup on score sheets for who lags each game.

Troubleshooting Committee = captains within the same division. Must have greater than or equal to 50% of captains to reach decision.

MONEY TOURNAMENTS:

Each division will play within itself for money tournaments. 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. For the championship game, the winner's bracket team is the home team. Refer to rule #27 for eligibility guidelines. The league voted to not be responsible for paying for teams to go to state tournament. This is the team's responsibility.