

2023-2024 ELY CRICKET LEAGUE
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CRICKET RULES

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 **eighteen grams 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 team sponsored, **payable before the first night of play.**
- 12.) Game time is 6:30 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.) A **BYE** scores 0 - 10, no money must be sent in. **A FORFEIT** scores 17 – 0. Both teams must pay dues and the losing team has zero (0) wins & zero (0) stats. Dues for forfeited games **MUST BE PAID** within the forfeited week.

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 3 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.) 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.

18.) 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 PLAYED LAST YEAR IF IN MORE THAN ONE DIVISION.***

19.) 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.) Team Captain will fill out score sheet. Home team will do the line up first and the visitor will follow. Home Team Captains are responsible for paying \$12.00 each night (\$3.00 per team player) for team fees (dues) at the board. Team Captain is also responsible for total team money regardless of how many players show. 17 game format, home team will pay \$17.00 for play and visitors will pay \$17.00.

2.) Home team will do the line-up first and visitor will follow.

3.) All players will play in the first game.

4.) Lag all 17 games.

5.) *****NEW*****

This year we will be implementing a handicap. This is to ensure an even playing field for all dart players in all divisions.

RANKING FOR THE FIRST NIGHT OF LEAGUE: The first week of the league all players will shoot scratch (no handicap) to establish a new league handicap. Handicaps will be determined each week of play. The handicap will be based on players MPR (marks per round) and will be fluid (reviewed approximately every 4 weeks) to accommodate changes in players MPR. If the league is started with a "BYE" or forfeit, both teams will shoot as stated above shooting scratch on the next night of play. Classifications will be updated on a weekly basis and will be called in to the home team's sponsor location the night of play by the league secretary. Any shooter using the wrong classification will forfeit all games won. Players or subs starting later into the season will receive a 0 (zero) rating their first week.

HANDICAP LEAGUE: At match start players will be informed of their handicap by their team captain-called into home sponsor location that night. The handicap will come in a format of 0,1,2, or 3 (this number depicts how many darts of a head-start said player will receive). Enter this number on the new scoresheets. The space available is after the players' names labeled as "Hcp". The handicap will apply to the first round of all games **EXCEPT FOR THE FIRST GAME-THE ALL PLAY GAME.**

Example: If player A is a 0 handicap and player B is a 3, player B will throw 3 darts the first round and player A 0 darts. If player A is a 2 and player B is a 1, player A will throw 1 dart the first round and commence to press the player change button. Play resumes on all subsequent rounds by each player throwing all 3 darts.

E. MISCELLANEOUS RULES

- 1.) 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.
- 2.) 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.
- 3.) Captains may override a rule with mutual consent **BEFORE** the match begins.
- 4.) 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.
- 5.) 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.
- 6.) 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. That team must send in its dues of \$12.00 in order to get 10 points. If that team doesn't send in any dues it will receive 0 points.

F. FEATS

A. WHITE HORSE: 3 TRIPLES - NO POINTS SCORED.

B. MARKROUNDS: 9 MARK - POINTS CAN BE SCORED.

C. CRICKHAT IS ANY THREE MARKS IN THE BULLSEYE

All teams must keep track of individual stats and marks per round. This will also aid the league in breaking down divisions for next year, or a 5 point penalty will be assessed to home team only. *Additionally, if the MPR is not filled out, the home team will receive a 0 “zero” for all players’ handicap rating the following week. The visiting team will receive the same rating as the previous week.*****

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

Home teams are responsible for score sheets. If home team does not submit score sheets, individual stats are 0 and visitor stats are average. Lost score sheets in the mail must be postmarked. Each team is responsible for sending in its own dues of 12.00 per team if a forfeit occurs. Sending it the following week with the following weeks score sheet will be fine.

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. For the championship game, the winner’s bracket team is the home team.

MTA STATE DART TOURNAMENT

Entry fees for teams will be paid for by the league. All singles and doubles must be paid for by individuals. The tournament will be held TBA. Eight (8) league nights must have been played to be eligible to enter this tournament.

LATE SCORE SHEETS

The league voted for penalties on late score sheets. 1st time is a warning. The 2nd late score sheet the home team gets 0 points. **DO NOT SEND CASH**, checks or money orders only. *****IN ADDITION, because of the “NEW” handicap rule this year, if the sheets are not received by the secretary on time, all players on the Home team will receive a zero (0) rating for the next week’s play. The visitor’s team will receive the same handicap rating on the next week’s play.*****