

DART LEAGUE RULES AND INFORMATION GUIDE



Teton Music and Games, LLC
League Office: 208-466-1876
Equipment Service: 208-631-3577

Email: info@tetonmg.com

Website: www.tetonmg.com

www.facebook.com/TetonMusicandGames

League Statement

It is the intent of this league to provide a fun, yet competitive environment for the promotion of the sport of Electronic Soft Tip Darts. To encourage sportsmanship, maintain the social benefits of friendly sports, goodwill and team unity among the players. The rules expressed should not be used with unsportsmanlike intent.

Inevitably, situations will arise with no clear answer provided in this text. Common sense and good sportsmanship should be the answer. All other situations will be dealt with by Teton Music & Games (TMG) and its Committee Members.

We are committed to safeguarding the league funds and guarantee the disbursement of 100% of the league funds back to players. We will provide a method of guaranteed accountability for league funds.

Teton Music & Games, LLC has taken the approach that all players want to have fun and have paid for the right to play. Sportsmanship is all about courtesy and respect of others; shake the hand of your opponent and acknowledge your opponent's good darts, introduce yourself to the other players. All people are different and their approach to sports & competition will differ.

These rules are subject to change without notice to you.
Teton Music & Games, LLC, reserves the right & obligation to expel existing or potential dart league members due to conduct detrimental to the league.

THANK YOU FOR PLAYING IN THE LEAGUE

2021-2022 Dart Committee Members:

Cheryl Watkins – Nancy Fleetwood – JJ Bowling

JP Bowling – Monte Love

Weiser players please contact the Bar

Wyoming players please contact Ginger or

Committee Members: Jason or Jarrad Horton

South East Idaho players please contact:

Jody Call – Albert Munro & Dalen Barfuss

TMG wishes to **thank** these members for all their hard work
& their commitment to this league!

LEAGUE SIGNUP

- League signups online must be filled out completely. All players must have a permanent, current, Teton rating or be a TPR (temporary rated player) for Teton prior to signing up a team for league before entry will be accepted. There will be an additional requirement before entry of a team is accepted: a SIGNED acknowledgement, that will need to be turned in, faxed, emailed, mailed or take a picture to text to Teton. This is a requirement that is expected of ALL league players-past, present, future and committee members.
- All players must be 21 years of age.
- All players will be NDA sanctioned when playing the NDA formed leagues. Please see the **REGULAR TEAM PLAYERS/SUBSTITUTE PLAYERS/TEMPORARY RATED PLAYERS** section for "exception" to this rule.
- All players (including REMOTE league play and non-NDA sanctioned leagues) will be qualified to play in the AMOI state championships.

REMOTE LEAGUE PLAY

- TMG offers remote league play in most of the leagues formed from season to season.
- The teams formed out of Ada County, ID; Weiser, ID; Marsing, ID; Alpine, Afton, Thayne and Star Valley, WY will play at their home bar and you will play out of your home bar remotely. Players in Nampa, Caldwell and Middleton, ID will need to continue to play each other as always - visitor goes to home team bar and plays (in other words, for the "locals" you will travel in the same vicinity as in past years). All players/teams have the option of going to the remote bar to play and vice versa. This **MUST** be communicated at minimum of 24 hours prior to match.
- When playing a remote match, you **MUST** call the opposing team **BEFORE** inserting your money. When playing remotely the team captains must stay in contact/communication with each other, either via a telephone call or text. Players, other than the team captain to team captain, taking phone calls, smoke breaks or just not at the board within the "2 minute" rule can and will be penalized by missing or skipping their next turn to shoot. (THERE ARE NO EXCUSES FOR NOT SHOOTING WITHIN THE 2 MINUTES WITH NO COMMUNICATIONS)

STARTING TIMES

- TMG dart league start time is **7:00 PM** for Monday, Tuesday, Wednesday & Thursday. Sunday leagues start at **6:00 PM**.
- There is a 15 (fifteen) minute grace period for start time. Teams may elect to extend this time if agreed upon by both team captains. Any team that shows up after the scheduled start time are not entitled to any practice darts or warm up time before starting league play.

LEAGUE DUES AND PLAYER FEES

- League dues are \$7 p/person. If you play on multiple leagues for TMG the league dues are still due each time you play. You are also responsible for the quarter drop to play match games.
- Most dartboards can accept \$1's, \$5's \$10's & \$20's, some only accept \$1's & \$5's, NO CHANGE IS GIVEN BACK. Quarters used for match play are not refundable in any form. If you possess a hot button, credits can be collected after the match has been played. Team Captains should watch to make sure no errors occur so match games can begin on time.
- Hot buttons **cannot be used for league dues**. You **can** use your hot button to pay the quarter drop to play match games.

- League dues must be paid every match or time you play, including forfeits.
- 100% of league dues (\$7) are returned to the players in win money, pins, NDA sanction fees, a party (if applicable) and regional playoffs (\$1.50 out of the \$7 used for playoffs). No trophies given back to players, you get money.
- Awards and pins will only be awarded to players who have played in at least 80% of the league games and with no forfeits in the leagues.
- Each League may have MVP/MIP award given to the player with highest MPR and/or PPD improved rating in all the leagues. To be eligible for this award, a player must have played in 80% of league games, not be a TPR or a sub, forfeited any play and must be in good standing with Teton Music & Games, LLC and the league committee.

NDA SANCTIONED LEAGUES

- Most leagues with TMG are sanctioned with the NDA. All players playing in those must be sanctioned. If you are sanctioned through another operator, you must give us your sanction number and show proof of your sanctioning.
- NDA dues are \$10.00 per year. This fee is taken from your league dues and if you play multiple leagues you only pay \$10.00 onetime per year (Sept 1 to Aug 31).
- All players will receive the NDA: Throwlines magazine quarterly, membership pin, membership card and will be eligible for all NDA sanctioned state and world tournaments. (Magazine will be sent to your home address that you put on your signup sheet) • NDA web site: www.ndadarts.com

DART REQUIREMENTS AND LIMITATIONS

- Players may use their own darts if they meet the following criteria.
 - The darts must use a soft plastic tip.
 - The total length of each dart shall not exceed eight inches.
 - Flights must be up to $\frac{3}{4}$ inch from the shaft to the edge and may not have more than four wings.
 - Each dart may not exceed more than 20 grams in weight for league play, league regional playoffs, state (AMOI) and International Team Dart Championships.
 - The plastic tips may not be broken or cut off in any manner.
- The use of illegal equipment will be cause for forfeiture of all games which that equipment was used.

TEAM CAPTAINS

Captains, YOUR NUMBER WILL BE PUBLISHED TO THE OTHER TEAM CAPTAINS. No establishment/bar or home phone numbers please, due to the need to be reached during remote league play.

- Read and understand all the league rules (this will be for all Teton league players new and returning) and check the standings regularly for any discrepancies.

- Provide correct and complete names, addresses, and phone numbers of all team players, permanent/TPR/subs. If any changes in player information, the league office must be notified.
- Make sure all league dues and coin drops are done correctly for your team and the opposing team. Only the team captain can pick up league prize money at the regional championships. If the captain is not present or does not pick up the envelope, it will be taken back to the league office and arrangements will be made for distribution/pick up.

GENERAL RULES OF PLAY

- Throw lines are 8 feet (96 inches) from the mark on the side of the dartboard (the face of the board). Players must throw from behind the front edge of the foul/throw line. You may step over the line as long as your dart hits the board before your foot touches the floor in front of the line.
- Each player has a maximum of three (3) darts per turn to throw. Darts must be thrown only when the machine instructs to "Throw Darts" and changes to the next player's name. It is not required for a player to throw all three darts on every turn. A player will always be allowed to throw all three (3) of his/her darts unless a foul occurs. If the player throws all three darts on the opponent's turn before it is noticed, the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
- A dart thrown across the throw line counts as a throw, whether it is registered on the machine. A throw counts if it misses the board and bounces out or if it misses the board completely. Only an accidentally dropped dart, behind the throw line, may be thrown again. If the team captain on the opposing team observes an accidentally dropped dart over the throw line, he/she has the option to let the player pick up the dart dropped and throw it. **Normally a player will lose their dart thrown if it is in a forward throwing motion.**
- If a dart thrown does not register, push the red Player Change prior to pulling your darts out of the board to advance to the next player (**Tip #1: remember to "push then pull"**).
- It is the incoming player's responsibility, before throwing their first dart, to make sure they are throwing on the correct name/score.
- The G3 Machines will allow a dart(s) thrown to be backed up. This feature may only be used to prevent a foul/manually scored darts/darts thrown on the wrong name or score or a board malfunction, such as a skipped dart. Simply press the top button to back up, and then continue throwing in the proper order. (**Tip #2: "yellow, yellow, red"**, the up/down arrows are yellow and the red button is for change.) There is a limit on how many darts can be backed up per game, so use this feature with that in mind. If a dart is thrown by the correct player and it registers, you may not back it up. Both team captains must agree to use/not use the backup feature. **The backup feature may not be used to backup darts thrown too soon/darts that register as "missed"/a flighted dart. A dart thrown that does not score is considered a dart thrown and cannot be thrown over or manually scored.**
- During a legal throw, the out (winning) dart sticks in the out (winning) segment but does not score any marks or points to win the game, you may manually score that dart. Board malfunction cannot cause loss of a game.
- A player taking a game out while throwing on the wrong score loses/forfeits that one game.
- A completed game found to have had the incorrect player(s) would result in the loss/forfeit of the game of the offending team/player. The home team captain must notify the league office the next day of the issue. Failure to do so will result in no corrections considered or changed.
- If a dart thrown locks up a segment, the opposing captain must pull the stuck dart out. Any marks or points scored remain; not unless you and the opposing team captain agree to use the backup feature.

- **Remember, if anything besides what's noted in these rules occurs, the dart game is always right. (Example: a non-scoring dart, the board is always right.)**
(There should be no more than 2 minutes to get to the line to throw your first dart and no more than 1-minute in-between throws. If the player is not there after two (2) minutes without communication to the opposing team you will lose your 3 darts, you will be skipped. You will only receive one warning from the opposing captain. Captains, please use common sense and good sportsmanship when imposing this rule.) (Example: restroom break)
- There will be no practice darts on any board once a match has started from a league player. If the location has more than one board it is up to the teams playing league to unanimously agree to have casual play during league matches.
- Home teams have board choice for match play. If more than one home team or leagues is playing on a given night the board choice should be discussed by the team captains of the home teams to determine who is playing on what board. (Common sense/friendliness/etiquette should prevail)
- Once a match has begun, the player who starts the match must finish the match. A player who, for example leaves ill in the 4th of 13 games and comes back at game 10, is not allowed to resume play. Dummy scores are **not** allowed. Skipping or passing by the player name/score is the proper procedure.
- If the dart board loses power and league play is interrupted – when the power comes back on, follow the instructions on the screen. All previously played games results and stats during that match will be saved. If this does not occur please call the service line (208)631-3577.

LOCATIONS

Please be respectful to the location policies/rules and the employees of said establishments.

- Any establishment that have boards close to the entry of the building or other such pathways (example: restrooms) will notify its patrons to walk around/wait for the dart player to end their turn. If patrons are walking through/in front of players, the team captain needs to bring this to the attention of the bartender/manager/owner/operator to have it stopped. If the issue of the patron is still ongoing, please notify a committee member to resolve the issue.
- The establishment will provide "Approved NDA" electric dart machines at the designated time. The machine(s) are the property of Teton Music & Games, LLC (Charter Holder). It shall be the responsibility of each establishment to make sure that each dart machine is in proper working order **PRIOR** to each scheduled match. Any defects/needed repairs are needed should be called in to Teton Music & Games in a timely fashion with adequate time for a service technician to come and make needed repairs (208-631-3577).
- In the event a player is expelled/86'd from a location, it is the responsibility of the player to get a sub for that night, not TMG's or the committee members. A match will not be moved because a player is not allowed in a location. TMG and the committee members will not contact the location owners/operators/managers/bartenders to intervene for an expelled/86'd player or team from the location.

All Teton Music & Games, LLC, league play, must be played on an "Approved NDA" electronic dart board owned and operated by Teton Music & Games, LLC.

EQUIPMENT

- **NO HITTING, KICKING, STRIKING, PUNCHING, SHOOTING, ROCKING, SHOVING, "LOVE TAPPING", BEATING, THUMPING, THRASHING, WHACKING, BANGING, SMACKING,**

SOCKING, BATTERING OR RAMING OF THE BOARDS IS NOT ALLOWED, EVER! Any player abuse of equipment will not be tolerated! The penalty for player abuse of the equipment is banishment or being 86'd from Teton Music & Games, LLC dart league. You will also be charged the repair costs of the equipment you damaged.

- Before play starts both captains need to determine if the dartboard is in the proper position and condition. If there is an issue with the board at that time it needs to be settled by both captains **before the match begins**. Players cannot move the dartboard for any reason during match play, unless agreed upon by team captains.
- If repairs are needed to the dartboard, ask a bar employee to call the Teton service line at 208-631-3577.

PLAYER SHOOTING ORDER

- Players shooting order is set with league software at the start of the season based on your online or paper sign-ups, it cannot and will not be changed by players at the board when playing league! Teams changing shooting order at the time of the match will forfeit **all games for that match**. If you believe that a mistake was made after league match has started, please contact the Teton service line or the Teton office, to see if it can be resolved prior to the match beginning.

SCHEDULING/RESCHEDULING MATCHES

All league schedules are computer generated through software (League Leader) and every attempt will be made to equalize the teams schedule so that 50% are home and 50% are away. This may not be possible due to the numbers of teams/boards at the establishment the team is based out of. Teams may postpone matches, reschedule or play ahead. All team captains **MUST** have a current, valid phone number in which they can be reached at during or before league play. Just in case a captain from an opposing team needs to contact you for reschedule/pre-play/make up matches or during remote games. This number will be published to the other team captains. No establishment/bar/home phone numbers please.

- All matches must be played in accordance to the league scheduled location. A match cannot be moved for any reason without the consent of the league office.
- Upon arrival to the scheduled location for league play, the location is closed or the dart boards are unserviceable, team captains or bartender must call the TMG service line (208)631-3577
- to inform TMG to get a service tech out to the location or another solution can be found. Players **CANNOT MOVE** a match to any other location, even if the opposing team agrees. These locations are preset at the start of the season from the software program. A match cannot be moved for any reason without the consent of the league office. If players move their match to another location without approval from the league office, both teams will forfeit that match (no wins only losses for both teams).
- Every effort should be made to avoid forfeits/rescheduling/make-up matches. If there is an emergency, please call the service line, (208)631-3577 for an immediate solution. Pre-play is always welcomed!
- When requesting to reschedule/pre-play a match, it is the responsibility of the team captain (of the team that needs to reschedule/pre-play the match) to give the opposing team captain as much notice as possible. (24 hours or more notice except emergencies). If the team captains cannot agree on dates or times to reschedule/pre-play/make-up match, with in a two week period of the original scheduled date, it will result in a forfeit for both teams.

- Please inform the league office if you are unable to contact the opposing team captain. There may be a valid reason that you may not be aware of concerning the other team. Please make every effort to speak directly to the opposing team captain. Email, text, home recorders or voicemail does not count as speaking to them.
- ALL MAKE-UP or RESCHEDULED GAMES NEED TO BE DONE PRIOR TO THE LAST TWO (2) WEEKS OF THE REGULAR DART LEAGUE SEASON IF POSSIBLE!!!!

DART COMMITTEE MEMBERS

The intent of the committee is to assist and enforce in this league's structure/rules and resolution of team/player, location owners/operators/managers/bartenders' issues to the best of its ability.

- The dart committee members are appointed by TMG to serve for a one year, starting with the fall/winter dart season.
- All members of the committee must actively be playing on a league and exclusively for TMG.
- TMG reserves the right to remove a committee member for any reason at any time.
- This is a voluntary committee; no payment will be made for your time/service.
- Committee members will make final decisions on matches if captains cannot come to an agreement.
- All decisions made by committee members are final.
- The committee will monitor and take appropriate action for any player or team that is determined to be manipulating/cheating/sandbagging or flagrantly misusing or misrepresenting the dart league structure or rules.
- Any and all written complaints/protests received by the TMG office or committee members will be addressed and an investigation started within three (3) to five (5) business days of receiving.
- Committee members reserve the right to make changes to the structure, rules and bylaws for the good of the entire league and its players, not for personal gain.

REGULAR TEAM PLAYERS/SUBSTITUTE PLAYERS/TEMPORARY RATED PLAYERS

- Substitute players must be of equal skill rating or lower than the player they are subbing for on any of the leagues offered.
- In all leagues (remote or non-remote; NDA sanctioned or not), the rosters are considered set after the 3rd week of play (this includes player shooting order). The players listed on the signup sheet or the players with the majority of games played at this time will be considered the regular team members of that team. These will be the players sanctioned through the NDA (National Dart Association). All other players will be considered substitutes.
- Substitute players are very important; if you think you will need one, get them on your signup sheet at signups.
- If a team has to replace a regular team member, the captain must call the league office to update the roster with any changes. Team Captains must make sure the new player is rated with TMG and the sub/new player is equal to or less than the player being replaced.
- All sub names (first and last) must be entered in full in the board at the beginning of the match.
- A substitute player may sub for more than one team as long as it's not in the same league they have already subbed or played in.
- If an illegal player plays in a match and the opposing team is unaware of it at the time, the league office will automatically forfeit any games played by that sub, without informing the team or sub.
- Illegal player is:
 - Player who is not currently rated with TMG.

- Substitute player has a higher rating than the player they are subbing for.
- No player is allowed to jump teams.
- Any temporarily rated players (TRP) will be considered a busted rated player in their division, when at the end of the league season, a TRP has finished with a rating three or more points higher than at the start of season actual temporary rating (not what rating you are or requested but the actual MPR and PPD).
- If a team has a TRP that has busted on their roster at the end of the season, that team will then be dropped to last place in their league/division standings, lose half of the regular league team win monies, the team will play at regional playoffs from last place and the busted player is not eligible to play at regional playoffs.

MEDICAL INJURIES RULE

There will be players who at times will need to change the hand/arm they were rate with. For those players, they need to **re-rate using the other arm/hand**. The player must notify the Teton Dart office when they will begin playing on the **re-rated hand/arm**. The player can **NOT CHANGE** arm or hands during the matches. When they have recovered, they must notify the office again, stating they are going back to the original Arm/Hand. If needed players can find a sub for this period of time.

THREE STRIKES AND YOU'RE OUT RULE

The three strikes you're out rule is in place to handle the occurrences that are unsolvable by the team captains at the time of league play.

**First complaint – A warning call from the owner/operators of the league or the committee members.

**Second complaint – A fine of \$25.00 to the player, paid to general dart league fund.

**Third complaint – The player will be expelled/86'd from the league, for that season.

The player will NOT be reimbursed by Teton Music & Games, LLC for the matches already played and will lose any league win monies/awards/pins.

- Only team captains can submit a complaint to the committee members in writing with a team complaint.
- A player can submit a complaint to the committee members in writing, only regarding a complaint or protest involving themselves and one other player from the opposing team. All team complaints must be submitted by the team captain only.
- Committee members have seven (7) business days to review/investigate complaint or protest from the received date.

*****Players, please try to work this on your own, the three strikes rule is for extreme un-sportsmanship like actions towards other players, equipment or location property.*****

PLAYER OR TEAM WALK OUT DURING LEAGUE PLAY

- If this happened due do an **extreme emergency**, captains/players, please try to find a way to finish the match. If no solution to finishing the match is possible, please call the service line (208)631-3577 for further instruction.
- Any team walking out during a match other than an **extreme emergency**, will forfeit all games for that night, **with zero wins** (even already played and won matches) **to the walk out team and all remaining matches will be at a loss as well.**

FORMAL COMPLAINTS/PROTESTS

- All formal complaints/protests filed with the league office will be forwarded to the committee members for review within 7 days (business days) of receiving. Formal complaint/protest decisions must be signed off by all committee members to be valid. Infractions from the general rules are not considered complaints/protests and shall be resolved using those rules.
- Formal complaints/protests must be submitted immediately after the completion of the protested match. Only team captains may file a formal complaint/protest. Formal complaints/protests can be handwritten and mailed, hand delivered to the league office or contact the league office for alternatives/solutions. They will be forwarded to the committee members, with no fee, if this gets out of hand we will charge \$25.00 per occurrence. If formal complaint/protest fees are collected they will be refunded to the team of which judgment was filed is found to be in the teams favor, if the judgment goes against the formal complaining/protesting team the fees will be placed in the leagues general fund.
- Prior to any formal complaints/protests being filed with the league office both team captains should calmly and intelligently discuss the issue privately and try and come up with a rational agreement between themselves. Any team captain that does not afford the other team captain the opportunity for rational discussion of the problem will lose any complaint/protest filed against them.

If any committee member is involved in the formal complaint/protest they will excuse themselves and have no say in the decision.

FOULS/FORFEITS/ MANIPULATIONS/CHEATING/SANDBAGGING

TMG office reserves the right to expel/penalize/86 a player/a captain/a team for violations in the areas of manipulations/cheating/sandbagging. Expulsion/deletion/86'd from the league will result in the team/the individual player forfeiting any league prize monies/awards/pins.

- **Fouls:** the committing of an intentional foul can lead to: loss of turn, loss of game, loss of match and possible expulsion from league. All complaints/protests must be made known to your opponent's team captain at the time of the infractions. Protests/complaints that are made after the completion of played match are invalid and will not be heard or addressed by the committee members. The following points are intentional fouls:
 1. Distracting behavior by opponents or observers/supporters when league matches are being played are not allowed and therefore constitutes a foul against the team who the supporters/observers belong to. (example: heckling, booing, etc.)
 2. The player shooting may not leave the throw line after a dart has been thrown. Any player leaving the throw line after a dart has been thrown has committed a foul and forfeits any remaining darts in that turn. Please use good judgment on this, there may be an acceptable reason for leaving the throw line by a player.
 3. Neither of the player's feet may touch the floor in front of the throw line (Oche), until the last dart thrown in that round makes contact with the board. If this happens, a warning must be given from the opposing team captain for the first occurrence. On the second occurrence it is considered a foul and that player will forfeit their next turn.
 4. Any player/team that commits more than three (3) of the same foul in one single league night play, will forfeit that entire match for their team.
 5. Blatant disregard of any rules will constitute a foul or even forfeiture.

6. All complaints/protests must be made known to your opponent's team captain at the time of the infractions. Protests/complaints that are made after the completion of play are invalid and will not be heard or addressed by the committee members.
 7. If a player throws out of turn and ends the game on that turn, regardless of being his/her team or the opposing team, the player's team that committed the foul loses that game. If a player throws when the machine is displaying the name/score of that player's teammate (s), it is a foul.
 8. If a player throws one or two darts on the opposing team or their own teammate's turn/score, when the infraction is noticed, the machine is backed up to display the correct player name/score and the player is allowed to throw his/her three darts. The player that committed the foul loses his/her next turn by advancing through to the next player.
- Teammates may coach one another at any time during the dart match. It is considered a FOUL to coach a player from the opposing team. Any outside coaching from observing league players, nonleague players (example: your best friend or family members) is considered a foul on the team to whom the outside influence belongs to. The **ONLY** exception to this foul is the low rated leagues (the "C" leaguers). TMG and the committee members want to help promote good sportsmanship and teach the game of darts to beginners. "C" league players are allowed to coach each other. Supporters of "C" leaguers as of Fall 2017 league are not eligible to coach.
****Exception to the "supporters of the C leagues": If you are a current playing Teton dart league player you are allowed to coach. The C leagues are designed to "TEACH" new players and lower rated players to improve and learn the game of darts.**
 - Please make every effort to avoid forfeits. Teams forfeiting will receive **70%** of losses and **0%** of wins. The opposing team will get **70%** of the wins and **0%** of the losses.
 - Any team that does not show up for two (2) matches in a row or any three (3) matches during the regular season without reasonable cause will be considered a "no-show" or "dropped" team. "Reasonable cause" will be determined by the TMG office and its committee members. Teams that are "No-shows" or "Drops" from the league will be removed from the schedule, will not be eligible for play in regional championships, will have their scores deleted and forfeit any potential league prize monies/awards/pins. "No-show" teams will also responsible to pay league dues for the scheduled match(s) not shown up for to make the pot even at regional playoffs.
 - **Sandbagging:** is the act of purposely throwing a mediocre score to, in effect, lower ones PPD/MPR for the purpose of gaining an unfair advantage against ones opponent. Sandbagging is considered cheating by TMG. First (1st) offence will result in player/team receiving a written warning from the committee members regarding the sandbagging/cheating. Second (2nd) offence will be reviewed by the committee members, who will make a decision based on the evidence presented. Decisions from the committee members will be written and verbal to the player/team. Third (3rd) offence will go to the committee and the owner/operators of Teton Music and games to make the determination of banishment or being "86'd" from the league. (Please refer to the section "Permanently Expelled/86'd from the Teton Music & Games, LLC dart League)
 - If you suspect that someone is manipulating/cheating/sandbagging, let your team captain know. Your team captain will notify the opposing team captain that they believe a player is manipulating/cheating/sandbagging. If the issue continues, your team captain needs to give written notification to the committee members for review.
 - TMG's appointed committee members will review all complaints/protests of manipulations/sandbagging/cheating in any form to determine their validity and take action.

PERMANENTLY EXPELLED/86'd FROM THE TETON MUSIC & GAMES, LLC DART LEAGUE

If you are ever found to be unworthy of the dart league by its committee members or the owner/operator and have been expelled or 86'd from the dart league, not just for a season as stated in the "Three Strikes You're Out" rule, it is permanent and irrevocable. There are no probationary terms available, no exceptions and no formal protests for the league player expelled/86'd. Don't even ask!

REGIONAL PLAYOFFS

- Teton Music & Games, LLC will host a regional playoff at the end of Fall/Winter and again at the end of Winter/Spring dart season. Regional playoffs will be held in Canyon County, Idaho with the location, date and times of play to be announced. Follow us on Facebook/TetonMusicandGames, watch the dart boards for announcements or look for updates on our website: www.tetonmq.com.
- Every team and player in regular league & remote league play is invited to play in the regional playoffs with the exceptions noted above in the dart league rules.
- First place teams in each league/division will get their entry fee for regional playoffs paid for by the dart league. If the league/division has ten (10) or more teams, league pays for first and second place team's entry fee. All other teams playing in regional playoffs will have an entry fee of \$5.00 per player on each team, even if you play on multiple leagues. The entry fees are then added to the playoff monies for the league (division) the team plays in.
- If for some unforeseen circumstance or violation of any of the above stated rules, you have a team member unable to play in regional playoffs there will be a sub pool available if you have not already had one for your team prior to the last two weeks of regular league play.
- To be eligible for the sub pool you will have had to be rated with Teton or already a Teton player from a different league.

AMOI - Amusement & Music Operators of Idaho State Dart Championships

- Idaho State Championships are held once a year in participating AMOI companies home towns (usually in the Spring).
- To qualify for the championships, you must be in good standing with Teton Music & Games, LLC Dart League.
- You must be invited by the owners of Teton Music & Games, LLC.
- You also have had to play the entire season of Fall league starting September 1st of each year. Or be currently playing in the Spring league with at least 75% of the games played.
- The TMG office will inform you of your ability or inability to play at the AMOI State Championships via telephone, email or text. All decisions are final and TMG reserves the right to have no repercussions upon their decision. Please do not file any complaints or protests, they will not be heard.

*****WE WILL NO LONGER BE PUBLISHING PHONE NUMBERS ONLINE OR ON THE DART BOARDS DUE TO A HACKING/INAPPROPRIATE USE OF PHONE NUMBERS. TEAM CAPTAINS WILL BE ISSUED A PAPER COPY OF THE OTHER TEAM CAPTAINS IN THEIR LEAGUE AT THE START OF THE DART LEAGUE ONLY.**

End Of Rules