



Pinnacle Dart League Rules & Guidelines

These rules are meant to provide a foundation for an enjoyable experience playing darts. Please don't use any rule out of the context for which it was written; in doing so you may cause more problems than the rule was originally meant to help. Never allow misplaced competitiveness to replace the real purpose of the league, which is to have FUN. Common sense and good sportsmanship will always solve a problem if you allow it.

THROW DARTS! BE WITH FRIENDS! EXPERIENCE THE EXCITEMENT! HAVE FUN!!!!

Team Captain Responsibilities

Team Captains... are responsible for their team adhering to all league rules. Captains must make available to league officials: their contact information and agree to allow this information to be distributed among the other team captains in the league for the purpose of assisting in rescheduling missed matches, and other common communication needs etc. When choosing their team, team captains must assess all potential players for dedication to play and pay. By submitting a team at time of registration, team captains accept responsibility for collecting team fees and setting up each league match.

Rosters and Subs

Substitutes... subs are limited to 2 on a team per match. A sub may be selected from originally listed subs on the team roster. New subs may be used except for the last two weeks of league and play-off matches. Age Requirements... All players should be at least 21 years of age to play in league. If under 21, players must have prior approval from the location involved in the league. Illegal Players... If a player is found to have played illegally in a match, all games that the illegal player participated in are subject to forfeiture at league discretion, or the match may be subject to a replay after investigation by league officials.

Start Times

Start Times... League start time is stated on the league schedule. League matches may start earlier or later so long as both teams agree prior to the scheduled date and time of the match. All efforts must be made to get a match concluded, even when it is started late. When there are problems, play the match then report details of the situation to your local league coordinator and work with league officials help to decide how best to resolve any conflict. If a team does not have all players present and able to start a match thirty (30) minutes post league match start time, the team that is present should call their local league office/coordinator and leave a voice mail. The message is necessary to give a report of the situation and to log the time.

Delay of Match... Any unnecessary delay of match or intentional stalling constitutes a foul. Non-offending team shall report any problems to their local league coordinator to initiate possible disciplinary action. Reasonable time between shooters is 1-3 minutes.

Reschedules

Rescheduling a Match... In case of extenuating circumstances (weather or an emergency) or other similar reason, a match may be rescheduled. When a match is rescheduled, both team captains rescheduling MUST contact their local league coordinator. Match Forfeits... To be added. NOTE: Use of league discretion in enforcing any rules related to a rescheduled match is based on both teams' willingness to reschedule a match. In any situation that appears to be a possible manipulation of stats by a team, league officials will allow the most advantageous consideration to the more willing team.

Match Play

Schedule... On the Galaxy3 all teams may go to View Schedules to see their particular leagues information. Of special note is the Home and Away information, for Remote Leagues these designations must be entered correctly to get into the desired match. At the Board... Enter the League Mode menu, choose Play Remote League, and choose your league. The board then asks for you to "Choose Local Team" (your team) and then asks if you are the Home or Away team? Refer to the Schedule for this information. Next, it asks "Choose Remote Team" (your opponent) and generally waits for that team to check in at their location. Once both teams have checked in, they will progress pretty much like any other league match.

Machine Errors and Remote Camera Functions

Loss of Internet Connection... If your Remote League Connection is interrupted for some reason and cannot be restored so that play can be continued immediately, the board will offer to Suspend the League. This is so that match information is not lost and the match may be completed at a future date when the connection problem has been fixed. Power loss can also trigger this type of action.

Dart board errors... Repeated malfunctions may require a match to move or reschedule. Both team captains must decide whether to play, move to another board or reschedule the match. All missed matches must be played and the league office must be notified. Teams must notify their local league coordinator of any stats that need credited due to a board malfunction immediately. When a match/board has malfunctioned and teams have decided to move to another board or reschedule a match...the match may be "suspended".

NOTE: Make certain that the Team Captain contacts the League Office to notify them of the board malfunction A.S.A.P.

Match Suspension... Due to weather, electrical, internet issues, etc. power to the dart boards may be lost during match play. When this occurs and the power is lost to one dart board, the other team will receive a message stating that match play has been interrupted. The team will then be prompted to "resume match" or "suspend match". Please contact the other team to confer with them before answering the dartboard prompt. Should both teams decide to continue play, please select "resume match" and should both teams decide to reschedule the match simply select "suspend match" until you've reached an agreeable date to resume.

Once the teams involved in a suspended match decide to continue, at least one team must play on the original dart board from the malfunctioned match. Each team will choose themselves as the appropriate home / away team and the dart board will recognize the match as being suspended. The dart board will prompt to answer if the match was suspended, do you wish to resume? Both teams say yes and the program will take you back into the match at the point of suspension. It will recognize the match as being paid and will not require league fees again.

NOTE: Manually initiating a "match suspension" will require interrupting power to the dart board for a few minutes in time.

Remote Camera Malfunctions... In the event that during league play, a team recognizes that the camera is not functioning properly for the opposing team, please contact the opposing team to advise them that the camera is not working and no image is visible. At this point both teams MUST CHOOSE ONE OF TWO OPTIONS... 1) suspend the match and move to another dartboard or 2) suspend the match to a point in time that the camera function / internet upload speed has been investigated and repaired.

Fouls, Errors, Solutions

Throw Line... All Galaxy games have foul lines positioned eight feet from board face. Players throw from behind the foul line. Players are allowed to lean across the foul line with their trail foot, as long as their trail foot does not touch the floor before the dart scores.

Backing up darts or Flighting a Dart A Dart... A dart thrown that sticks, but does not score or appear on the darts thrown count on the monitor due to a game malfunction may be scored manually by agreement of both team Captains. A dart that "flights" another dart as it goes in is left scored as the board decides. Only darts that were not registered by the machine due to a machine malfunction or thrown too soon can be dealt with by backing up the game and manually scoring - and then, only with both teams Captains in agreement. Stop the match, call the other team and explain what you need to do.

Players Shooting on Opponents Turn... It is each players responsibility to see that the machine is displaying the player's name and the "throw darts" is displayed prior to throwing a dart. Darts thrown prematurely can be lost. Or the dart can be manually scored after contacting the other team to explain what you need to do.

Shooting On a Teammates Turn... When a player throws while the machine is displaying the name of the player's partner: A) If caught soon enough, contact the other team and back up the game to allow the correct player to throw. B) If not caught soon enough, that team loses the next players turn in line. They will push the player change button after the correct player as identified by the game.

Player Etiquette, Good Sportsmanship

Player Etiquette & Good Sportsmanship... Players are required to conduct themselves in a positive manner at all times. Misguided competitiveness is not an excuse! Drinking is not an excuse! Please be especially considerate because the match is played remotely which in and of itself can create extra concerns, uncertainties and or potential for adding unwanted stress. Work with the other team to resolve a problem as quickly and reasonably as possible. Be prepared to throw when it's your turn. Do not delay the match for any reason - there is a 10-minute timeout feature when playing.

League Location Guidelines

Please Note: All teams are required to play matches at your assigned locations according to the league schedule. If there is an emergency due to bad weather, power outage, or board failure, teams can play their match at one of the alternate locations listed on the league schedule.

A team or teams that plays at another location in a remote league without contacting the coordinator with one of the above emergencies will forfeit the match. Teams that play at another location in a roving league without contacting the coordinator will also forfeit their matches.

We all want to have fun competing and playing in a league, but keep in mind that the locations depend on your support, and are the ones who make the leagues possible for you to play.

Support your league location!

Thank you,
The Management