



SHOOT OUT

LEAGUES AND TOURNAMENTS

SHOOT-OUT Dart Leagues are held for the benefit of its players. Good sportsmanship and common sense shall prevail at all times to ensure a fun and pleasant time for all.

All Captains and players are advised to read thoroughly and understand all **SHOOT-OUT** rules and information. Any questions should be directed to **SHOOT-OUT** headquarters at 915-342-3517.

SHOOT-OUT 301/501 Rule of Play:

1. The official game is 301/501, Any-In-Any Out.
2. Each player starts with 301/501 points and attempts to reach exactly zero.
3. When **any** player reaches zero, the team with the **lowest combined score** wins. In the case of a combined points score tie, the team that reached zero wins. (You can go out in a tie.)
4. Any dart which scores more points than needed to reach exactly zero will result in a "**BUST**". The player's score will return to the same score they had at the beginning of their turn.

SHOOT-OUT Cut-Throat Cricket Rules of Play:

1. The official Cricket game for league will be Cut-Throat (Lowest score wins)
2. Handicaps will be determined by the league software and will award marks based on the combined averages of the two teams. The team with the highest combined average will start with a clean side (no marks). The lower team will start with marks on their side to "make up" for the average difference.

PERSONAL DARTING EQUIPMENT:

1. Players may use their own darts if:
 - a) The darts are designed for use on electronic scoring dart machines. (**NOT STEEL TIPS!**)
 - b) Plastic tips are unaltered factory issues.
 - c) Dart length does not exceed 8 inches.
 - d) Complete dart (tip, barrel, shaft and flight) does not exceed 18 grams in weight.

SHOOT-OUT GENERAL RULES:

1. The "FOUL LINE" or "THROW LINE" is to be set with the leading edge (closest to machine) exactly eight feet (96') horizontally from the target face of the machine.
2. Players are allowed to step on, but not across the throw line. It is legal to lean over the line. The player's feet must not cross the line before the dart hits the board.
3. Coaching a player at the line is permitted.
4. To avoid crowding the throwing player, no one except the throwing player, and their captain or coach, is allowed within three feet behind the throw line.
5. The throwing player is always allowed a maximum of three darts per turn. A player may pass any or all of their darts on any turn and may throw their remaining darts after a bust.
6. Any dart thrown counts as a throw, whether registered by machine or not. A player may not re-throw any darts. Darts may not be thrown before the machine instructs to "THROW DARTS" and may not be re-thrown if thrown before. Darts on board may not be manually scored.
7. It is the throwing player's responsibility to be sure that the machine is set in the correct position, and that the machine is instructed to "THROW DARTS" before taking their turn.
8. A player may not touch the board, or darts on the boards, until the "PLAYER CHANGE/REMOVE DARTS" has been activated.
9. In mixed couples' leagues, the ladies shoot first for their team.
10. If a fourth regular player or substitute cannot be found, a team may play with only three players present. Games proceed normally, with the absent player's score remaining at 301 in all games in which they would have played. A late arriving player may begin playing as soon as it is their turn.
11. The four players who begin a match must also complete it. (If you start a sub, and your regular player shows up late, you must complete the match with your sub.)
12. Darts may only be thrown by the hand, from a normal stance, from the throw line, and at the machine. No throwing darts on chairs, on knees, etc.
13. No gambling
14. No obscene or foul language.
15. Distraction by opponents or persons accompanying opponents is not allowed.
16. During league play none of the players on either team can practice as this can disrupt the players that are currently shooting. Practice is ok during halftime
17. Halftime will be a maximum of 10 minutes long unless both team captains agree to extend it.

SHOOT-OUT 301 SCORING ON THE DART MACHINE:

1. Dart point value will automatically be deducted from players score by the machine **only**.
2. The dart does not have to stick in the board to score.

3. The score registered by the machine is always right! **EXCEPTION: IF THE DART STICKS AND OBVIOUSLY SCORED WRONG THEN YOU MAY BACK UP THE BOARD AND CORRECT THE MIS-SCORED DART.**
4. If any dart "LOCKS UP" the machine, the thrower will ask the opposing team captain to push the player change-button and remove the dart. The machine will then be reset to that player's position, and the player will be allowed to throw their remaining darts.

SHOOT-OUT 301/501 HANDICAPPED LEAGUE RULES:

1. If the game is 301 then the player out of all of the players currently playing that game that has the lowest average will start with 301, all of the other players will start with more than 301 depending on how much higher their average is compared to the lowest in the game.
2. If the game is 501 then the player out of all of the players currently playing that game that has the highest average will start with 501, all of the other players will start with less than 501 depending on how much lower their average is compared to the highest in the game.
3. The game played is 301/501, Any-In-Any Out.
4. Any league which wants to shoot "STRAIGHT UP" (no handicap) may do so through simple majority vote of the team captains in that league.
5. New players or substitutes that currently do not have an active average will start with an average set by the league prior to the specific league starting.

SHOOT-OUT TEAM ROSTER:

1. **Captains!** Singing up reliable players is important! You are responsible for the attendance of your team for each scheduled match.

MINIMUM ROSTER:

1. A minimum of 4 players for 4 player leagues and 2 players for 2 player leagues must be on your roster when you sign up.
2. You **MUST** text or call the league coordinator (Joshua 915-342-3517) before you add any person to your roster, including subs. Entering players at the board is no longer allowed without previous permission.

MAXIMUM ROSTER:

1. **"OPEN"** leagues are allowed a maximum of six "regular" players on the roster. (Any sex)
"LADIES" leagues are allowed a maximum of six "regular" players on the roster; all must be ladies.
"MEN'S" leagues are allowed a maximum of six "regular" players on the roster, all men.
"MIXED COUPLES" leagues are allowed a maximum of eight "regular" players on the roster, four men and four women.

ADDING PLAYERS TO YOUR ROSTER:

1. Every player who had played in any SHOOT-OUT league whether as a "REGULAR" or "SUBSTITUTE", has established an individual C.D.A.

2. No "REGULAR" players may be added to a team roster in the second half of the league, without the permission of the league coordinator, and then, only in cases of extreme hardship.
3. A player who was a substitute in the first half of the season may become a "REGULAR" in the second half of the season.
4. If a roster already has the maximum number of "REGULAR" players, to add another "REGULAR" player, one of the former "REGULAR" players must be dropped. A player who has been "DROPPED" from a roster may not: return to that team or play for another team in that league

SUBSTITUTES:

If a team misses a player at a league start time, the captain may bring in a substitute player if the sub is not a "Regular" or "Substitute" for any other team in the **same league**.

1. No substitutes may be added within the last 3 weeks of the season, without express permission of the league coordinator, and only in cases of extreme hardship.
2. In "OPEN" leagues, the substitute may be of any sex, in all other leagues, the substitute must be of the same sex as the player they are replacing.
3. The four players who begin a match must also complete it. (If you start a sub, and your regular player shows up late, you must complete the match with your sub.)
4. You must notify the league coordinator to add a sub, no adding subs at the board will be allowed.

SCHEDULES:

1. Schedules will be posted at SportsIndoors.com under the schedules tab.
2. Schedules can also be viewed on the dart machines for that specific league. If the location is not a part of that specific league night it may not show the schedule. Schedules viewed at the board will only show games that still need to be played, any game already played will not appear.

START TIME:

1. Unless it changes through **unanimous** vote of the team captains, league start time will be 7:00 PM. There will be a 30-minute grace period allowed. **Note:** Leagues may be played anytime machines are available (daytime, late, night)
2. If a team arrives at or after 7:00 PM (start time) the match begins immediately. If you want to throw practice darts, you must arrive before starting time!

RESCHEDULING MATCHES:

1. A match may be rescheduled, if absolutely necessary. Both team captains must agree on make-up date and time. Please allow at least a 24-hour advance notice to the opposing captain so that they can inform their teammates!
2. Communication for make-up match dates must be discussed within 2 weeks. This does not mean that the match has to be made up within the 2 weeks, only that a discussion needs to happen about a possible make-up date.
3. If a team has 3 or more make-up matches / cancellations, then the league coordinator will reach out to that captain for an explanation. If the league coordinator deems that reason for the cancellations are not warranted then a private vote with the team captains will take place to decide if to remove that team from the

league or allow them a chance to get caught up. If the team is allowed time to get caught up and then cancel another match, then they will be removed from the league.

FORFEITS:

1. Any team that forfeits a single match is still required to pay the full weekly dues. Any dues not paid will be deducted from league end prize money, or team deposit. The forfeited match will be scored: 12 losses, no wins.
2. Any team that forfeits a second match, without rescheduling, will be removed from the league, forfeiting all entry fees, deposits, dues paid, prize money.
3. Any team forfeiting from the league in the first half of the league will have all game scores against any teams played "BACKED OUT" of standings. Any team completing the first half of the league but forfeits from the league in the second half will have all game scores from the second half (only) "backed out" of standings.
4. Any team forfeiting either match in the **final two weeks** of the league season, **forfeits all games won in the entire second half** of the league season. (All second half matches will be scored: 12 losses, no wins.)

DUES:

1. The dues will be collected at the machine when the captains meet to set up the match. Please make sure both captains are present at the board before setting anything up or putting any money in the machine.
2. The amount of weekly dues will be voted upon by a **simple majority** of the team captains in the league. Currently the dues are \$7.00 per player.
3. Each player pays weekly dues and also pays for each game they play on the machine.
4. The cost for the games being played or "quarter drop" will be \$12.00 per team.
5. The total that needs to be paid to the board by each team is as follows:
 - a 4 Player events - \$40.00 (\$28.00 player dues + \$12.00 for the games played)
 - b 2 Player events - \$26.00 (\$14.00 player dues + \$12.00 for the games played)
6. If a team forfeits a match, the team is still responsible for the weekly dues for that match.

PAYOUTS:

1. The team captain is responsible for disbursement of league end prize funds to their team members. League end prize money will be made payable to the team captain.
2. Weekly dues are deposited into the player fund, and are used for the following purposes:
 - a) Four/Two plaques for **first** place teams, each league. (if additional plaques are desired, these will be special ordered and paid for by the team.)
 - b) The balance (if any) will be paid out to teams who completed the league on a "win percentage" basis. (Total wins for all teams in the league divided by total wins for your team.)

FOULS:

1. If a player throws on their **ANYONE ELSE'S** score:
 - a) If the player has thrown **less than three darts**, the machine is backed up to erase what was scored on their opponent, then the player button is pressed to move to the correct player, now player throws their remaining darts only. Play resumes in normal order.
 - b) If the player has thrown all **three darts**, their turn is completed. The machine is backed up to erase the points that were scored on their opponent, the set to the correct player by using the player change-button and play resumes in normal order. The player that through their darts will not be allowed to throw their 3 darts again, their turn is over.
 - c) IF THE VISITING CAPTAIN ALLOWS THE PLAYER TO STILL COUNT THEIR DARTS THEN IT IS OK, PLEASE DO NOT AUTOMATICALLY COUNT YOUR DARTS WITHOUT CHECKING WITH THE VISITING TEAM CAPTAIN.
2. Any player throwing in the wrong game, as dictated by the machine player order: (player not supposed to be playing in this game.)
 - a) If infraction is noticed **before** all four players have thrown three darts (completed first turn): the game will be started over, using correct players, and with the offending team paying all quarters to re-start the game.
There will be no other penalty.
 - b) If infraction is noticed **after** all four players have thrown three darts (completed first turn) or more: foul represents **loss of game**.
3. If a player manually scores points:
 - a) On their own, or their team's score, the offending player loses next turn.
 - b) On opponents score, opponents keep the points, and the machine is reset using the player change button, to allow the opponent to shoot all three darts.
4. If a player throws **more** than three darts in one turn, the offending player loses the next turn.
5. If the throwing player's foot crosses the throw line before the dart strikes the board, the offending player loses **next turn and what the dart counted on the board**.
6. Any foul commitment in the **same round** that either team members go out represents loss of game.
7. If a player displays: poor sportsmanship, abusive behavior towards other players, abusive behavior towards sponsor or sponsor equipment, or abuses machine, foul represents loss of current or previous game (if completed), and could lead to suspension of player from league, or further prosecution.
8. Any team who is found to have used an illegal player (a person deemed illegal by the roles or the league), shall forfeit every game in which the illegal player threw darts. (Whether or not the captain was aware that the player is illegal! Ask the player, or call **SHOOT-OUT** league headquarters if there is a question.

SUSPENDED PLAYERS:

1. Any player suspended from **SHOOT-OUT** leagues for any reason shall not be eligible for any league sponsored event, season playoffs, or state and national events and is deemed an illegal player.

PROTESTS:

1. During league play, any questions or disputes will be settled by the two team captains. For clarification of any rule, call the **SHOOT-OUT** league headquarters. If no solution can be reached, a written protest must be

filed. A grievance committee, made up of the captains from that league and the league coordinator, will make a ruling, which will be final.

2. Protest regarding a game or match must be filled in writing and delivered to league headquarters by email or via SportsIndoors.com (Yellow Card) within 48 hours of match.

MACHINE SERVICE: (If during league play please call or text League Coordinator with problem)

1. If the captain believes that a machine is not working/scoring properly, the two captains will decide:
 - a) To call for service and wait for the machine to be repaired.
 - b) To move the match to another machine.
 - c) To reschedule the match
 - d) Continue playing on that machine.