

Welcome to Fall darts for the 2022-23 season! We are excited to have you and your teams apart of our leagues. Below are some rules and guidelines to keep in mind when participating in our leagues. Listed next to each section in parenthesis is who made and enforces the ruling.

Contacting Wyoming Amusement Services

Email – jason@wyomingamusements.com (League Director) or tom@wyomingamusements.com (League Coordinator)
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Facebook – Wyoming Amusement Darts Page

Please feel free to reach out to us with any questions or concerns.

Governing Bodies of Wyoming Soft-Tip Darts

NDA – National Dart Association

AMOW – Amusement & Music Operators of Wyoming (Association of Vendor Owners in Wyoming)

- Wyoming Amusement Services (Casper)
- Wyoming Amusement Inc. (Sheridan/Gillette) ***(Presidents of AMOW)**
- Jenkins Music (Evanston/Rock Springs/Riverton)
- Paradise Pinball (Cheyenne)
- Top Dog Vending (Cheyenne)
- Sagebrush Amusement (Laramie/Rawlins)
- Julbox Amusement (Basin Area)

Sanctions (NDA)

Sanctions are **not** set by Wyoming Amusement Services, or the AMOW, but by the governing body of our leagues, the National Dart Association (NDA). They have increased player sanctions to **\$10.00** per player (from \$8.00). Sanctions leave our hands before we really get them. Every player must pay a valid sanction to qualify for **End of Season Tournaments, AMOW State Darts, NDA Regional Tournaments, NDA Monthly Remote Tournaments, NDA Team Dart, or any other sanctioned dart leagues or tournaments**. Sanctions are good for **(1) calendar year**. For example, if you sanction in September, you are good until the following September.

State Qualifications (NDA/AMOW)

To qualify for AMOW State Darts, players must have **(8) calendar weeks of play**. This means, any match, (even if played on a different night) played within a 7-day period (Monday-Sunday) counts as (1) week of qualification. Any matches played as makeups will still only count as (1) week of qualification if it is played within (7) days of another match. This means if you stack matches and play a double match, it will still only count as (1) week of qualification. We must see **(8) separate weeks** of play, not just (8) total matches.

End Of Season Qualifications (Wyoming Amusement Services)

To qualify for an End of Season tournament, players must play **(6) calendar weeks** and be current on sanctions. Players may also be voted in via **unanimous vote** of all captains (or acting captains). Player being voted in must be of similar (qualifying) statistics to the player they are subbing for and be valid on sanctions.

Player Conduct (Wyoming Amusement Services)

Player conduct is very important in the world of darts. Any poor behavior detrimental to our league, or the location, will be issued punishment up to and including ban. Please keep in mind we have access to all location cameras and will review footage for any issue we feel the need to investigate. The location also holds the right to refuse your entry if they see fit and we will uphold their requests. Please do your best to handle issues respectfully and reach out to let us know if you need any rulings or judgment calls.

- **Cheating** - Immediate suspension from all leagues. Length of suspension **will be no less than (1) calendar year** from the date of the incident. You will not be permitted to play any Wyoming Amusement Services leagues or events for the duration of the suspension. A second offense will result in **(3) calendar years** of suspension.
- **Fighting** - Immediate suspension from all leagues. Length of suspension **will be no less than (3) calendar years** from the date of the incident and reinstatement will be contingent upon review. You will not be permitted to play any Wyoming Amusement Services leagues or events for the duration of the suspension. A second offense will result in a **permanent suspension** from all Wyoming Amusement Services leagues and events.

Remote Leagues

Remote leagues are a great way to connect and compete with players from all over the state. We believe remote darts are a big part of the future in darts. To help our leagues grow and have more remote options, it is imperative that we play with integrity and sportsmanship. All matches are recorded on the board's camera and stored in our database. This gives us the ability to watch the entire matches from our office in the event we need to check any player conduct issues. Any obscene gestures, cheating, illegal players, or poor behavior in your location will result in a suspension from remote leagues. If you have board issues during a match, please contact Wyoming Amusement Services (or your vendor if different) so we can assist you on how to resolve it and get you back up and going.

Substitute Players (NDA/AMOW/Wyoming Amusement Services)

Substitute players must be similar in statistics to the player they are subbing for. If there are questions on someone's eligibility to sub, it is always safe to reach out to us to make sure. Players may sub for any team until they play **(3) nights** for any specific team upon which they become part of that team's official roster. Players may not sub for any teams on the same night as they play on another team's roster, even if on bye week. Players may not play in place of someone under their name and statistics. If you start a match under the wrong name, please reach out and let us know so we can edit the name and get the stats under the correct player. Any team caught playing with illegal players under other names will automatically forfeit the entire match for the night. If using a sub is, please add that player to the system by typing out **FULL FIRST AND LAST NAME**. Nicknames, partial names, initials, or anything less than full

first and last names will mean the player will not receive credit for the night and the team will not get credit for wins involving that player.

Forfeits (Wyoming Amusement Services)

If a team must forfeit a match, they will receive **(0) wins** for the night. The opposing team will get their win percentage in games. For example, if Team "A" must forfeit to Team "B" who has a 70%-win percentage on the season, Team "B" will receive 70% of the wins for the night. It does not matter what Team "A" has on the season. If you are in a league where you play 13 games, Team "B" would win the match 9-0. Also worth noting, the forfeiting team will lose player fees for the forfeited match in their end of season paybacks. That money will go towards the rest of the league's payouts. For Singles it would be \$5 per forfeited match, Duos would be \$10 per forfeited match, trios would be \$15 per forfeited match and team would be \$20 per forfeited match.

League Tie Breakers (Wyoming Amusement Services)

If a tie happens in the final standings of a league, we will first check head-to-head matchups for a tie breaker. If there is still a tie in head-to-head matchups, the money will be split evenly between the teams tied.

League Dropout (Wyoming Amusement Services)

The last few seasons we have had many teams who have had to drop out of league. Although we understand it happens, it can be very difficult to fix league stats and schedules in a way that's fair to all teams in those leagues. The best way to drop out is after you've reached the halfway point of your season and have played everyone once. If you make it to the halfway point, no punishment will be given, but you will forfeit your league paybacks. Players/Teams that do not make it halfway or drop out in the second half of a season will now face punishment. This will be tracked over the course of our calendar dart season (September to September). **This will apply to all team members on your roster.**

- **1st Drop Out** - Your first drop will not count against you but will be recorded in case a second drop out happens before the next September. You will still be permitted to sign up for other leagues, but you will forfeit any player paybacks from the league you dropped from.
- **2nd Drop Out** - If you must drop another time from leagues in the same calendar year, you will not be permitted to sign up for any leagues for the remainder of that calendar year. Additionally, you will forfeit any player paybacks accrued in the dropped league.
- **3rd Drop Out** - The final strike. Any team/player who must drop a 3rd time in a calendar year will not be permitted to sign up for any leagues for (1) calendar year as well as a (1) year suspension for the AMOW state tournament. Additionally, you will forfeit any player paybacks accrued in the dropped league.

Pricing (NDA)

Pricing per night will vary depending on division. To calculate how much you and your team owes, here is a rundown.

- **Player Fees** - This is the fee that goes back into the player paybacks. If you wanted higher payouts, you would have to raise this number to increase paybacks. Player fee is always \$5.00/player (\$10.00/Duo, \$20.00/Team).
- **Games** - To figure cost of games, you just need to know how many you're playing each night. Cricket is \$1.00/game, 501 is \$1.00/game, & 301 is .75/game.
- **# Of Games** - Varying divisions will play either 11, 13, 15, or 17 games. For duos and team nights, you must always figure your 01 games to include 2 boards. For example, if you are playing 301, you will pay .75 per player, per game (\$1.50).

13 GAMES 301/CRICKET (TEAM) (FAMILY GAME 501)					
GAMES	# OF GAMES		COST		TOTAL
301	6	X	\$1.50	=	A
CRICKET	6	X	\$1.00	=	B
FAMILY (501)	1	X	\$1.00	=	C
PLAYER FEES	4 (PLAYERS)	X	\$5.00	=	D
TOTAL PER TEAM (A + B + C + D)					E
TOTAL PER PLAYER (E / 4)					F
TOTAL IN BOARD (E X 2)					G

- A – (6) 301 Games x \$1.50 (2 Boards/Team) This is the total for all 301 games for the night.
- B – (6) Cricket Games x \$1.00 (1 Board/Team) This is the total for all Cricket games for the night.
- C – (1) game of 501 x \$1.00 (1 Board/Team) Family game. All 4 players from each team will play on the same board.
- D – (4) players fees x \$5.00 (each) This is player payback money.
- E – Add up A, B, C, and D to get this total to know how much your team owes.
- F – Take your team total and divide it by 4 players to know how much each player owes.
- G – Your team total plus their team total is how much should be in the board for the entire match.