

**WATERTOWN MONDAY COMBO REVERSE HANDICAP DART  
LEAGUE RULES 2025-26**  
Website: [www.jukeboxlarry.com](http://www.jukeboxlarry.com)

\*\*\* OFF DATE IS: NOV 24\*\*\*

**\*\*\*NEW START TIME – 7PM – IF YOU CANNOT BE AT  
THE LOCATION BY 7PM – CALL THE OTHER  
CAPTAIN!!!\*\*\***

**\*\*\*NO MORE THAN 6 SUBS ON YOUR ROSTER – IF YOU HAVE 6 SUBS ON YOUR ROSTER  
AND YOU WOULD LIKE TO ADD ANOTHER SUB, 1 SUB MUST BE REMOVED!!!\*\*\***

**6 Games 301, 6 games of Cricket, 1 game 501 - 301 is \$.75 & Cricket & 501 are \$1.00  
\*\*\*IF THERE IS AN ODD AMOUNT OF TEAMS – NO HANDICAP  
FOR 1<sup>ST</sup> 2 WEEKS – HANDICAP STARTS 3<sup>RD</sup> WEEK\*\*\*\*\***

**SMOKERS – Please go outside to smoke when you are NOT shooting in a game.**

**\*\*\*BOARD MEMBER IS - Ron Anderson 920-253-9994\*\*\***

**\*\*\*ALL NEW SUBS MUST BE APPROVED BY RON!!!!\*\***

**\*\*\*NO NEW SUBS THE LAST 4 WEEKS OF LEAGUE!!!\*\*\***

**\*\*\*IF A SUB PLAYS IN ANOTHER VONS VENDING LEAGUE, THEY MUST USE THAT  
AVERAGE!!!\*\*\***

**1. LEAGUE GAME** is 6-301, 6-Cricket & 1 - 501 partners open in and open out. Playing a rotating schedule as listed on the dartboard. A team plays 13 games per nite. Starting time: 7:00 pm with a 10-minute grace period. Each player throws a maximum of three darts per round; however, it is not required that a player throw all three darts on every turn.

**2. ALL TEAMS** are four (4) players with a roster limit of eight (8). Rosters MUST be turned in by 6PM on September 3RD at The Buffalo Bar. A team can play with 3 players present (see rule #9). If a team member moves or is injured and unable to shoot, or switches work shifts, the team can pick up another player to maintain a

8-man roster. Players may NOT switch teams once the roster is turned in. All league players must be of legal drinking age. Any team caught using an underage player will be dropped from the league and prize money forfeited. **Sub or New Shooter** starts at 20ppd and 2.5 for males, 15ppd and 1.5mpd for females.

**3. COST OF PLAY:** \$10.00 per person for a total of \$40.00 per week put directly into the dartboard before the match begins. The captains must verify the amount of money before entering it in the dartboard.

**4. SANCTION FEE.** Every team will pay a one-time sanction fee of \$5.00 per qualifying player. This amount will be taken out of your prize fund. This entitles every team to play in the yearly WAMO State Dart Tournament. The 2026 WAMO Dart Tournament will be in Green Bay from Wed. May 13 through Sunday, May 17, 2026. If you sign up for singles and are in Div. 1 through Div. 8 you will be playing singles on Thursday. If you are going to state, please get your Hotel Reservation as soon as possible.

**5.** If a dart board fails, go to another bar to play your match, or schedule a make-up date. If the dart board took your money but did not let you into league play, e-mail me, telling me the dart board has your money ask the bartender to refund your money and we will repay the bar.

**6. SPONSOR FEE** will be **\$60.00** for each team in the league. I will bill your sponsor. If your sponsor does not pay by Nov. 1, you will be notified. If not paid by the end of the year it will be taken out of your prize

money. \*\*\* IF A SPONSOR FEE IS NOT PAID, A TEAM CAN SWITCH BARS. \*\*\* Sponsor fee will go toward the banquet.

## 7. GENERAL GAME RULES

A. STARTING TIME: \*\*\*DO NOT PUT MONEY INTO THE DART BOARDS UNTIL ALL 4 TEAM PLAYERS ARE PRESENT\*\*\* 7:00pm with a 10-minute grace period. The four players that start a match must be the ones that finish the match. If a team is not there after 10 minutes and has not called the bar, the 1<sup>st</sup> game is forfeited. If not there by the end of the first game, all games must be made up at the convenience of the team that was at the bar ready to play. The team short players at the time of start may play the games with three (3) players present. Absent player must use score of 301. The team makes up the money for missing player. If the 4<sup>th</sup> player comes BEFORE the 4<sup>th</sup> game is over, he/she CAN play the rest of the games. If the 4<sup>th</sup> player arrives AFTER the 4<sup>th</sup> game, he/she CANNOT play any games-score will be 301 for each game. \*\*\*A TEAM CANNOT ASK A RANDOM PERSON FROM THE BAR TO SHOOT!!!!

**YOU MUST HAVE AT LEAST 3 PLAYERS!!!**

B. Each player throws a maximum of three (3) darts per round; however, it is not required that a player throw all three (3) darts on every turn. Your partner's score must be lower than your 2 opponents combined score to win the game.

C. DARTS: Players may use their own, if meeting the following requirements:

1. They must be plastic tip darts.
2. Flights may be any length, so long as the dart does not exceed 8" in total length. Flights must not exceed  $\frac{3}{4}$ " from shaft to flight edge and may not have more than four (4) wings.
3. They must **NOT exceed 20 grams** in weight each. In the event someone may have used darts exceeding 20 grams, the games that player shot in will be forfeited.
4. Darts may not have broken or cut off tips.

D. DISTANCE: All players must stand with both feet not closer than the front edge of the FOUL LINE or 8' from the face of the game.

**\*\*\* ON THE GALAXY III DART BOARDS YOU CAN BACK UP WITH THE UP ARROW TO ERASE UP TO 8 DARTS THROWN. IT WILL SHOW YOU EACH DART AND HOW MANY POINTS EACH DART HAD THEN ADD THE POINTS BACK IN TO THAT PLAYERS SCORE. IF YOU ARE TOO SLOW TAKING YOUR DARTS OUT OF THE BOARD AND YOU SCORE ON THE NEXT PLAYERS SCORE, USE THE UP ARROW TO ERASE THE DARTS SCORED.**

**\*\* WE LEFT THE "OUT OF TURN F" AND "RULE G & H" RULES IN BECAUSE IT WILL BE UP TO THE TEAM CAPTAINS TO DECIDE WHETHER A PERSON LOSES A TURN OR TO USE THE BACKUP METHOD ON THE GALAXY II DARTBOARDS.**

E. DART THROWN: A dart thrown that sticks but does not register **MUST be pushed in to register IMMEDIATELY** after it is thrown. A dart thrown that registers but does not stick may NOT be thrown again. The score registered stands. If a dart bounces off the board, it is considered a thrown dart even if it does not score. It may NOT be thrown again. If a dart is thrown before the "throw dart" message lights, the dart is considered thrown and may not be thrown again.

F. OUT-OF-TURN: it is each player's responsibility to see the machine is displaying the appropriate player's number prior to throwing any darts. Player **MUST** push the "player change" button, if you do not push "player change" button and you score points, both you & your partner lose a turn. If you BUST score goes back to original score before any darts were thrown.

G. IF A PLAYER THROWS WHILE THE MACHINE IS DISPLAYING AN OPPONENT'S NUMBER:

1. If the player has thrown less than three darts, the machine is advanced to the correct position by use of the "player change" button and you are allowed to throw your remaining darts. The game then proceeds normally with the opponent shooting next.
2. If a player throws all three darts on his opponent's number before the infraction is noticed, that player has completed their turn and the machine is advanced to the proper opponent number the opponent gets their full compliment of three (3) darts and the game proceeds as normal. If a player throws out of turn and ends the game on that turn, their team loses that game.

H. IF A PLAYER THROWS WHEN THE MACHINE IS DISPLAYING THEIR PARTNER'S NUMBER:

1. If a player has thrown all three (3) darts, his turn is complete. The machine is then advanced to the correct player position and play resumes, except that both players from the infracting team lose their next turn.
2. If a player has thrown less than three (3) darts when the infraction is noticed, the machine is advanced to correct player position, and he/she is allowed to throw the remainder of his darts. The machine is advanced to correct player and play resumes, except both players from infracting team lose their next turn.
3. If a player reaches 0 while shooting on his partner's number, that team loses the game.

I. **TIE SCORE:** In the event of a tie score, the first team to reach 0 wins.

J. **BYES:** Teams who have a BYE do NOT pay or play.

## 8. MATCH RULES OF CONDUCT

- A. Distracting other players is not allowed.
- B. Common sense and good sportsmanship shall be used during play regarding any questions that might arise.
- C. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of game, match, or expulsion from the league and forfeiture of all moneys.
- D. Any player caught misrepresenting themselves when shooting in league will be expelled from all dart league activities for one year and will lose all matches involved. Remember we are here to have fun and enjoy ourselves!!

## 9. FORFEITS – THERE WILL NO LONGER BE FORFEITS – GAMES MUST BE MADE-UP WITHIN 3 WEEKS!!

- A. **DURING SEASON:** When a team fails to show up and not call, they will be fined \$25.00 and \$40.00 for fees. MUST reschedule the match ASAP. Exceptions for emergencies. If the "no show" team calls the other team ahead of time, there will NOT be a fine. If neither team can reschedule, the scores will stay at 0 wins 0 losses. This could result in a team being in 1<sup>st</sup> by winning percent.
- B. **NO SHOW WITHIN LAST 5 WEEKS OF THE SEASON:** When a team is a "no show" within the last 5 weeks they MUST make up the game or will be dropped from the league and all money paid in will be forfeited.
- C. Any team with "no shows" **3 weeks in a row** or 3 for the season will be automatically dropped. All money paid in will be forfeited. They will not be allowed in the dart league for the next season.

## 10. SCHEDULING / RESCHEDULING

- A. **SCHEDULING:** We will play each team once. Then divide and play another round. If you have played a team at home in the 1<sup>st</sup> round and schedule to play them again at home, please let me know and I will reverse the home and away if the other team's bar has an open board.
- B. **RESCHEDULING:** In case of emergency, the rescheduling must be accepted by BOTH teams. Makeup games must be played within 2 weeks of the original date and at the convenience of the team that did not postpone the original night of league play, or it is considered a forfeit.

11. **WEATHER EMERGENCY:** In case of bad weather, the 2 team captains can call each other to decide whether it is safe for their team to shoot darts. If your team lives in the city it may be easy for them to get to darts in bad weather but if a team is coming in from the country, it may be impossible to get into town. If they BOTH agree, they can play. However, it is NOT MANDATORY. If the match is not played, it is up to the 2-team captains to reschedule as soon as possible or play a double header next time they meet or play on a Sat. or Sunday.

**12. STANDINGS** - Standings will be posted on the Galaxy III dart boards and e-mailed to anyone that gives me their E-mail address. The standings will list the teams' position and the individual player's PPD (points per dart) & MPR (marks per round) plus achievements. Also posted on our website: [www.jukeboxlarry.com](http://www.jukeboxlarry.com)

**13. TIE IN STANDINGS**

In case of a tie in standings for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place, we will go back to the matches played,

**14. MACHINE MALFUNCTION**

In the event the electronics of the machine fail during a game and NO scores register, the captains will write down the last scores before the machine error and the bar will furnish 4 quarters to start the game over. The scores will be punched out to the scores written down by the captains. The game will continue, starting with the same player as when the machine erred. If the machine still does not work, the team captains will decide to call a repairman, or go to the visiting team's home bar to play the game if they have a board available. In the event you go to the visiting team's home bar, it will be a common courtesy to trade the next time you are scheduled to play that team so each location has the benefit of a home game. If neither team's home bar has a board available, captains can decide whether to go to another bar to play or to reschedule. If a player causes the game to tilt (end game), by kicking or slamming on the front of the game, that team will automatically LOSE THAT GAME!

**15. AWARDS/PRIZE MONEY BREAKDOWN/BANQUET**

**AWARDS:** A sponsor will receive a plaque for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. A trophy or plaque will go to the high male and female shooter.

Players must have played 75% of total games for award eligibility.

**PRIZE MONEY BREAKDOWN:** 60% of prize money per team WIN & 40% per team LOSS.

**16. STATE DART TOURNAMENT 2026 will be held in Green Bay**

**CALL NOW for rooms. Ask for WAMO DART ROOMS. State dates Wed., May 13 thru Sunday, May 17. You do NOT need to be a fantastic shooter to go to STATE.**

**Eligibility:** Anyone may attend the tournament, but you must have played 60 games ON THE SAME TEAM in a sanctioned league. If you are going to state, **call now for a room**.

**\*\*\*\* VISIT US AT OUR WEBSITE: [www.jukeboxlarry.com](http://www.jukeboxlarry.com) TO VIEW YOUR WEEKLY STANDINGS**

**\*\*\* IF YOU HAVE QUESTIONS CALL RON ANDERSON AT 920-253-9994**

**\*\*\* ANY QUESTIONS WITH CHANGES TO SHOOTING ORDER, NAMES SPELLED WRONG, CHANGES YOU MAKE AT THE DART BOARD ARE ONLY TEMPORARY. TO MAKE A PERMANENT CHANGE YOU NEED TO CALL LEAH 262-966-9607 (7am to 3pm.)**