



Happy House Amusement Dart League

P.O. Box 120
Goffstown, NH 03045

70 Depot Street
Goffstown, NH 03045

Toll Free: 800-562-3829

Local Number: 603-497-4151

Fax: 603-

email: hhdarts@happyhouseamusements.com

General Rules and Information

The following rules are a set of guidelines to help solve problems should they arise. Always remember to use common sense, good sportsmanship, and remember to enjoy yourself. **Foul Line:** Positioned 96 inches (8 feet) horizontally from the face of the dartboard. Players must throw from behind the foul line.

Player Shooting Zone: The four players shooting are to stay in the space not beyond the table behind you, to the board on your left and right, and up to the board in front of you.

Darts: Maximum weight - 18 grams
Maximum length - 8 inches

House darts and tips are available from the hosting establishment.

Malfunctions: The rule states "the board is always right" unless it is the winning dart. (1) The *Winning Dart* must stick, (2) the machine had to be displaying the "Throw Darts" message, (3) and all other rules were followed, then no matter if the machine fails to score or scores incorrectly, the player/team is credited with the win for the game.

Fair Play: If a team member throws any amount of darts up to three in one round and they are sticking in the board but do not register, you will be allowed to manually score those darts, only if both team captains agree. If they do not agree refer back to the rule "the board is always right."

Repeat Problems: Captains must decide to either continue play or reschedule match.

Machine Tilt: The team/player that tilts the machine automatically loses the game.

Freeze Rule: A player may take out the game if his/her partner's score is lower or equal to the combined score of the opposing team. A player taking out a game when the opponents combined score is less than his partner's score loses the game.

Win by Forfeit: Is recorded as a team win - not an individual win.

Reset Button: Players should press the reset button before removing darts.

Maximum Darts: A player can only throw three darts per round; however, it is not required that a player throw all three darts.

Wrong Game: If a player throws a dart in a game they are not scheduled to play in, it will be an automatic loss of that game. The win shall be credited to the opposing team, as a team win is not an individual win.

Abuse of Equipment: Abuse of equipment, poor sportsmanship or unethical conduct may be grounds for forfeiture of the game, match, or expulsion from the tournament without refund.

Infractions

Foot Infraction – If either foot crosses the foul line prior to the game recording the score of the dart reaching the board.

*First Infraction – Warning

**Second Infraction – Shooter Loses Turn

***Third Infraction – Loss of Game

Coaching – Instructing or directing players is only allowed by the two teammates shooting in the game, not the other two teammates.

*First Infraction – Warning

**Second Infraction – Person Being Coached Loses Turn

***Third Infraction – Loss of Game

Distracting Behavior – Anything intentionally to divert the shooter's attention.

*First Infraction – Warning

**Second Infraction – Shooter Loses Turn

***Third Infraction – Loss of Game

Foul

Shooting on Opponents Turn – (1) If a player throws all three darts his turn is completed, and the machine is advanced to the proper order (his opponent's number) and the game proceeds normally.

*First Foul – Loss of Partners Turn

**Second Foul – Loss of Game

(2) If less than three darts are thrown when the infraction is noticed, the machine is advanced to the shooters' position, and they are allowed to throw the remainder of their three darts.

If the player takes the game out in that round they automatically lose the game.

*First Foul – Loss of Partners Turn

**Second Foul – Loss of Game

Manually Scored Points – The only exception will be ending the game by pulling your darts and manually scoring, which results in automatic Loss of Game. *Freeze rule* is not in effect for the opposing team for the next round, unless the team was already frozen before the foul.

*First Foul – Loss of Partners Turn

**Second Foul – Loss of Game

***Third Foul – Loss of Match

Technical

Shooting on Teammates Turn – (1) If the player has thrown all three darts: their turn is complete, and the machine is advanced to the correct player position.

*First Technical – Loss of both team mates turns and the *freeze rule* is not in effect for the opposing team (both players) for the next round, unless the team was already frozen before the foul.

**Second Technical – Loss of Game.

***Third Technical – Loss of Match.

(2) If less than three darts are thrown when technical is noticed: the machine is advanced to the shooter's position, and they are allowed to throw the remainder of their three darts. If the player takes the game out in that round they automatically lose the game.

*First Technical – Loss of both team mates turns and the *freeze rule* is not in effect for the opposing team (both players) for the following round, unless the team was already frozen before the foul.

**Second Technical – Loss of Game.

***Third Technical – Loss of Match.