

NTX DDL TOP 10 RULES



1. HAVE FUN.....
2. TO HAVE FUN, AND HELP PLAYERS IMPROVE THEIR GAME AND BECOME BETTER OVERALL DART THROWERS. WE CANNOT STRESS THE IMPORTANCE OF MAKING TUESDAY NIGHT DARTS A FUN AND ENJOYABLE ATMOSPHERE.
3. AN INDIVIDUAL MUST BE AT LEAST 18 YEARS OF AGE TO PARTICIPATE. ANY PLAYERS UNDER 21 ARE NOT ALLOWED TO CONSUME ALCOHOL.
4. ROSTERS MUST BE MADE OUT BY 7:30 P.M. STARTING TIME FOR THE FIRST GAME OF THE MATCH IS WITHIN 30 MINUTES OF 7:30 P.M. ANY MATCH NOT UNDER WAY BY 8:00 P.M CAN BE SUBJECT TO FORFEIT, UNLESS OTHER ARRANGEMENTS HAVE BEEN MADE AND AT LEAST ONE OF THE BOARD MEMBERS HAS BEEN NOTIFIED.
5. THE FORFEITING TEAM WILL RECEIVE ZERO (0) WINS AND SEVEN (7) LOSSES. THE OPPONENT WILL RECEIVE SEVEN (7) WINS AND ZERO (0) LOSSES. NO MATCH VICTOR POINT IS AWARDED ON FORFEITS.
6. THE SCOREKEEPER MUST VERIFY THE PLAYER'S SCORE FOR EACH TURN PRIOR TO THE PLAYER TAKING THEIR TURN'S THROWN DARTS FROM THE BOARD. FOR A DART TO SCORE, IT MUST REMAIN IN THE BOARD 5 SECONDS AFTER THE THIRD OR FINAL DART HAS BEEN THROWN BY THAT PLAYER; OR UNTIL THE SCOREKEEPER CAN VERIFY THE SCORE.
7. ADDITION OF A PLAYER MAY BE SUBMISSION OF THE APPROPRIATE FORM (PLAYER ADDITION SHEET) TO THE BOARD OF DIRECTORS.
8. THE CAPTAINS ARE RESPONSIBLE FOR THE SMOOTH RUNNING OF EACH MATCH, AND ANY DISPUTES THAT ARISE DURING THE COURSE OF PLAY MUST BE SETTLED IN PRIVATE CONFERENCE OF THE CAPTAINS ONLY.
9. THE CAPTAIN OF THE HOME TEAM IS RESPONSIBLE FOR THE COMPLETION OF THE SCORECARD AND FOR THE TURN IN OF THE SCORECARD TO THE APPOINTED FOLDER AT EACH ESTABLISHMENT. THE SCORE RESULTS FROM EACH MATCH IS TO BE EITHER CALLED IN TO LEAGUE ADMINISTRATOR (DANNY SERRANO) OR EMAIL TO HIM BY END OF DAY WEDNESDY SO HE CAN UPDATE THE STANDINGS. BOTH CAPTAINS ARE RESPONSIBLE FOR THE ACCURACY OF THE SCORECARD, WITH THEIR SIGNATURES ATTESTING THE SAME.
10. IF THREE (3) TEAM MEMBERS ARE PRESENT ON MATCH NIGHT THE TWO (2) MAIN TEAM PLAYERS MUST PLAY THE MATCH, NOT A MAIN AND ALTERNATE. UNLESS ONE OF THE MAIN TEAM MEMBERS CAN'T PLAY DUE TO INJURY, HEALTH, ETC. THEN THE ALTERNATE MAY PLAY. NTX DDA BOARD MEMBER MUST BE MADE AWARE OF WHY THE MAIN TEAM PLAYER CAN'T PLAY IF 3 MEMEBERS ARE THERE AND HOLDS THE RIGHT TO REFUSE THE ALTERNATES PLAY.

ANY QUESTIONS CONCERNING THE ABOVE RULES, PLEASE SEE A BOARD MEMBER