

SEND PICTURE OF FULL SCORE SHEET TO 715-520-2426
SCHEDULES, RULES, AND STANDINGS CAN BE FOUND @
ACKLEYNOVELTY@ACKLEYNOVELTYINC.COM

2025-2026 Spooner Dart League Rules

1. Starting time is 6:30pm. One half hour grace period allowed. If no notice is given, it is a forfeit after 7:00pm. If you are going to be later than 7:30pm the team captain must call the site location and talk to the opposing teams' captain. It is that team captains' ultimate decision whether or not they will extend the grace period.
2. The fee is \$3.00 per person per week for the games. Winning team gets \$12.00 from the losing team. Nothing gets turned in besides a picture of the whole score sheet.
3. Each team should have four players. A team should consist of at least one male and one female. In the event of an absent player, the game may be played with three players. The vacant spot left at 301. If the three players are all one sex it is the decision of the opposing team if they can play or not. If they decide not to let the team play, it will be a forfeit for the team with the missing player.
4. Each Team must have a captain.
5. At the beginning of the season the secretary must have a list of all players and their subs.
6. Each team may have unlimited subs, but at least 2 subs. No new subs will be allowed to play the last two(2) weeks of play.
7. If a team cannot play on the scheduled night the opposing team must be notified no later than 5:00. Make-up games must be done within three (3) weeks. It is the responsibility of the team that cancelled to call and make arrangements to make up the missed games.
8. In the case of a no show, the team that is present and can play will win nine (9) games. The team not showing will lose twelve (12) games.
9. After two forfeitures the team will be dropped from the league.
10. The player change button MUST be pushed before pulling out your darts. If this is not done and a player registers additional points while pulling out the dart, that player forfeits his or her next turn. If by pulling out the darts this would cause the player to go out, that team forfeits the game.
11. If a player shoots on the wrong number he or she must change to the correct number and throw the remaining darts.
12. A dart thrown that sticks but does not register MAY be manually scored by hand. If a dart is thrown and hits the board and falls no score is given. The dart machine is always right. If the machine is not working properly, the two team captains will decide whether to play, call for repair, or make-up the game(s) at a later date, or go to the another dart machine.
13. BED TRICK - Three Darts in the same triple.

14. A player may stand on the line or tape when shooting, but not over it.
15. Both teams are responsible for keeping score. The top white sheet is to be signed and dated by both captains. The VISITING TEAM is responsible for sending picture of score sheet.
16. A player can only go out if their partner's score is the same or less than the other teams total score.
17. Any complaints or questions about rulings or problems are to be made to the president of the league by the CAPTAINS ONLY! Any questions about scoring or statistics, contact the league president, the league secretary of Ackley Novelty.
18. In case of a tie team's must draw 2 players to shoot tie breaker. Order of the tie breaker is home player first, visitor second, home third, visitor fourth. Order Of players is determined by team.
19. Any player with a CDA (Cumulative Dart Average) above 1.25 must double out, triple out, or bullseye out, with the correct score to reach zero. Any player with a CDA of 2.75 must double out only.
20. You can go out on a triple bulls eye (hat trick) even if your CDA is above 2.75

Note: A player with a CDA above 1.25 that reaches the number one (1) cannot go out.

Ackley Novelty 1-800-472-2323 or 635-2904
Text Matt With Questions 715-520-2426