

# Diltz Entertainment



## Dart League Rule Book

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# Travel and IN-House Leagues

## Step-By Step

- Once League is created go to Diltz.com or Check your dart board at the location you are playing at to view Schedule and Stats.

### Visiting Website

#### Finding Schedule

- Once on Diltz Home Page go to Leagues
- Under leagues go dart leagues
- Click on Diltz Dart Leagues (Travel Darts) IN-House Leagues( IN-House Leagues)
- Find Correct named league (will be listed in day order) CLICK on it
- Click on schedule and it'll come up

#### Finding Stats

- Follow all the steps above (Finding Schedule)
- Once first match has been played the following business day the stats will be posted
- Click on Standings to see all stats for the league

### League Play

#### Playing A League Game

- Walk up to dart board use arrows scroll up and down and select League Mode by clicking red button (You can also view stats and schedule under League Mode)
- When in the League mode menu select Play League (Local or Remote)
- Inside the Play League menu select correct league name
- **MAKE SURE YOU CHECK SCHEDULE AND SELECT THE CORRECT HOME AND AWAY TEAMS**
- **HOME TEAM NEEDS TO BE SELECTED FIRST**
- Next click on CHOOSE VISITING TEAM
- Home Team will then put in league fees for the night (**DO NOT** put in all money for both League Fees and Games Fees)

- Away Team will now select their team name
- Click on START MATCH
- Now Away team will put in league fees (**DO NOT** put in all money for both League Fees and Game Fees)
- After you enter your league fees you are now able to put in either all game fees or just enough money for the game about to be played
- Play through all games it'll add to stats for the season
- Stats will be updated on Diltz.com everyday excluding Saturday and Sunday. Your stats from the night you played will not show up on Diltz.com until the next business day.

## Modifying Teams

### Shooting Order

- Select the correct home or away team
- Hit the up arrow to MODIFY PLAYER
- Select a players name and move their name to whatever spot you need
- After you select the correct name you'll be asked two options you can either modify your teams shooting order or substitute a player

### Substitution At The Board

- Hit the up arrow to MODIFY PLAYER (make sure you select the person not playing)
- If you need a Sub for the night Select NEW SUBSTITUTE
  - If you substituted out the wrong player go back to MODIFY PLAYER select the Substitutes name
  - **See substitution rule page 11. Section O**
  - Select the correct Team members name (at this point you'll have all the original team members)
  - Repeat the steps and select correct player needing to be substituted out
- ENTER THE SUBSTITUTE'S **FIRST AND LAST NAME** (NO NICKNAMES)
- We start with no stats for your sub unless they have shot for this league's current season.
- If your team has a Team Substitute instead of entering their name however often throughout the season, get in contact with us at Diltz and we'll have them entered as a Permanent Substitute. So when you need them to Sub their name will automatically be there.
  - Hit the up arrow to Modify Player on the person who is not playing
  - Scroll to the SUB that has been entered bt Diltz
  - Click the red button and the Pre-Entered sub will be there

# Remote League

## Step-By Step

- Once League is created go to Diltz.com or Check your dart board at the location you are playing at to view Schedule and Stats.

### Visiting Website

#### Finding Schedule

- Once on Diltz home page go to leagues
- Under leagues go to dart leagues
- Click on Diltz Remote Leagues
- Find correct day of play click on it
- Click on Schedule and it should appear

#### Finding Stats

- Remote Leagues Start fresh every season (no rolling over stats)
- Follow all steps up to correct day of play
- Once your first match had been played stats will appear they will change based on performance each week

### Remote Play

#### Playing Remote League Game

- Walk up to dart board use arrows scroll up and down and select League Mode by clicking red button (You can also view stats and schedule under League Mode)
- When in the League mode menu scroll down to select Play League (Local or Remote)
- Inside the Play League menu select correct league name
- Check if both cameras are working
  - If both cameras are working continue to the next screen
  - If one or both camera aren't working follow these step in order
    - Unplug the board from the wall wait 30 seconds plug the board back in
    - Contact Diltz by calling the number listed on Diltz.com

- Ask your opponent if it is alright to shoot without either one or both cameras (this is up to the opponent we can not force them to play with cameras missing)
- Next select your team as either home or away (**MAKE SURE YOU CHECK SCHEDULE AND SELECT THE CORRECT HOME AND AWAY TEAMS**)
- Now you will be prompted to select your opponent (MAKE SURE YOU SELECT THE CORRECT OPPONENT FOR THAT NIGHTS MATCH)
  - You'll sit at loading screen waiting for your opponent to connect
  - If both teams play at the same home bar you can select Local play to play on the same board
- After you select Home and Away Teams to proceed to the next screen you'll need enter League Fees for tonight's Match
- Play through all games it'll add to stats for the season
- Stats will be updated on Diltz.com everyday excluding Saturday and Sunday. Your stats from the night you played will not show up on Diltz.com until the next business day.

## Modifying Teams

### Shooting Order

- Select the correct home away team
- Hit the up arrow to MODIFY PLAYER
- Select a players name and move their name to whatever spot you need
- After you select the correct name you'll be asked two options you can either modify your teams shooting order or substitute a player

### Substitution At The Board

- Hit the up arrow to MODIFY PLAYER
- If you need a Sub for the night Select NEW SUBSTITUTE
  - If you substituted out the wrong player go back to MODIFY PLAYER select the Substitutes name
  - Select the correct Team members name (at this point you'll have all the original team members)
  - Repeat the steps and select correct player needing to be substituted out
- ENTER THE SUBSTITUTE'S **FIRST AND LAST NAME** (NO NICKNAMES)
- For REMOTE LEAGUES we start with no stats your sub will have no stats unless they have shot for this leagues current season.
- If your team has a Team Substitute instead of entering their name however often throughout the season, get in contact with us at Diltz and we'll have them entered as a Permanent Substitute. So when you need them to Sub their name will automatically be there and **ONLY THE FIRST TWO STEPS APPLY** and Selecting the correct Substitute.

I. OBJECTIVES OF THE LEAGUE

- A. To promote sportsmanship, goodwill and unity among players of the game darts.
- B. To offer rules, methods, and procedures to enhance the sportsmanship of the game so it may be played in an organized, competitive manner.
- C. To promote business and goodwill for the locations.
- D. All Captains/Players are advised to read and understand and follow rules provided. Team captains should make sure that his/her team demonstrates appropriate behavior while participating in league play.
- E. These rules cover all Diltz travel and remote leagues. They may be used as guidance for in-house leagues, but alternately the location and the league builders are responsible for in-house rules and operations.

## II. REGULATIONS AND RIGHTS

- A. Upon acceptance of league fees, locations, teams and individuals shall be entitled to the right of, and be subject to, League rules and regulations as established by the League.
- B. To assure good sportsmanship, a team or individual may be expelled for unbecoming conduct, poor sportsmanship or any other good reason considered detrimental to the League by Diltz & Sons.
- C. Locations may be responsible for organizing the teams.
- D. The location shall make available the dartboard at the designated time and shall retain the right to remove players (whether from his/her own team or opponent's) from his/ her establishment.
- E. All league players will be paid based on the total number of wins. Using this format will give every team with wins payback at the end of the season.
- F. If a team takes first place 2 consecutive seasons(unhandicapped), that team must split up or move up to a higher level of league play if possible. If a 4 person team, the team is allowed to keep 2 of the original players.
- G. No player can be added to a team half way through the season or after the fifth week of League play whichever comes first except by approval of the league coordinator 24 hours prior to a scheduled match. (NO FLOATING SUBS) In-house leagues can allow floating subs if they so choose.
- H. All players must be of legal drinking age to play in the licensed establishment where the match is to be played.
- I. All matches must be played at originally scheduled locations.
- J. Diltz will classify and balance the teams in the leagues, to the best of our ability. Based on the players PPD/MPR skill rating.
- K. It is the courtesy on behalf of the bar location that a free drink is offered to league players. Players should not demand or expect a free drink. It is solely up to the discretion of the bar location. Players should conduct themselves as if they are guests of the establishment. Players should discuss their home bar location policies with the bar owner.

## III. SANCTIONING

- A. Each player participating in any Diltz & Sons Dart League will be required to join the N.D.A. (National Dart Association and the IAMOA).
- B. Sanction fee is \$12.00 per player per year( Indiana \$10.00 NDA \$2.00 IAMOA), ( Michigan \$8.00 NDA). Sanction fees are deducted from end of season payouts.
- C. If a player participates in more than one Diltz League, he/ she only pays one fee.
- D. Subs do not need to be sanctioned unless they play 3 or more times . The sanction fee for the above mentioned sub will be deducted from the captains prize money. Unless you make other arrangements to pay for it.
- E. Sanctioned players receive upon request:
  - 1. N.D.A. card
  - 2. N.D.A. pin
  - 3. Eligibility to participate in national sanctioned tournaments.
- F. If a player is sanctioned already with the N.D.A. through another league operator it is his/her responsibility to notify Diltz before the 4<sup>th</sup> week, otherwise they will automatically be sanctioned.



#### IV. PARTICIPATION FEES

Players are responsible to pay league fees and quarters the night of league play. All league fees and quarters must be paid even if using a sub. The match will not start until all fees are collected at the board.

**Locations involved in Diltz darts leagues are affiliated with NADO (NORTH AMERICAN DART ORGANIZATION) players are required to join and pay any applicable fees within the NADO program.**

#### V. CAPTAIN DUTIES

- A. He/she shall know & understand all league rules.
- B. The captain shall instruct his/her players as to the entire league rules and requirements.
- C. The captain is responsible for the total team money regardless of how many players show.
- D. Captains will be required to give working phone numbers, Facebook info, or email to the League Coordinator along with their PayPal for payouts.
- E. Captains are responsible for all entries into the dartboard and that those players are shooting in the proper order.
- F. If a dart machine should malfunction during league play the two captains must decide to:
  1. Continue play on that board and call for service 574-259-5229.
  2. Relocate to another board inside the current location if one is available, or relocate to another league location that has an open board.
  3. Reschedule the remaining games.
  4. Replay the entire match. (Only if both captains agree)
- G. If both Captains agree they can override any rules providing it does not hurt the League or location. And inform the league coordinator of such changes.
- H. If a match is replayed teams are only reimbursed for league fees not game fees.
- I. ***Sponsor fees are paid by location. So all matches must be played at originally scheduled locations. If diverted from the original location, the bar owner must contact Diltz to verify acceptance of change of location. To a neutral bar within that league based on dart board availability.***
- J. The Captain or acting Captains from each team will try to settle any disputes that may arise during the match. All disputes that can not be worked out by the two captains shall be turned over to the league coordinator.

#### VI. SCHEDULING & FORFEITING RULES

- A. All teams will be allowed up to 15 minutes(Grace Period) to show with no penalty. League start time is 7PM unless noted otherwise.
- B. If the opposing team has not shown by this time(Grace Period) and no attempt to contact was made prior to match time. A forfeit must be declared.
- C. Any match forfeited will receive the predetermined number of wins:
  1. 9 game leagues — 6 wins
  2. 11 game leagues — 8 wins
  3. 13 game leagues — 9 wins
  4. 15 game leagues — 10 wins
  5. 17 game leagues — 12 wins

- D. Any team that forfeits will be charged for both their match fees plus their opponent's match fees.
- E. If extenuating circumstances exist, the match may be played with the consent of both captains, and be made up within three weeks. Both captains must call the Diltz league office and report the rescheduled date and time to make the match official. Players must also make sure of dart board availability for that date.
- F. If a team withdraws from the league, it will not be a forfeit if a replacement team is found. The team will assume the assigned number of wins and continue the season.
- G. If the team cannot be replaced all games played prior to this do not count and will be treated as if the team never existed making the night that another team should or did play against them a bye.
- H. The last match of the season cannot be rescheduled or forfeited. It must be played.
- I. Teams may not get more than 3 weeks behind on any individual make-up match. Make-ups must be done within three weeks of the scheduled match. If the match is not made up within three weeks, the team that was originally unable to play the scheduled match will be issued a forfeit.
- J. Teams will have one additional week after the last scheduled week of play to make up any matches that need to be made up. After that week, teams will be paid out. If any matches are unable to be made up, the team that was originally unable to play the scheduled match will be issued a forfeit.
- K. If you are deemed a quitter. You will forfeit any/all money you may have had coming to you .
- L. If you are a repeat offender who quits and wants to play again. You will have to Pay Pal your season's league fees up front. And also pay leagues fees each night you play. At the end of the season if you don't quit, you will be reimbursed your prepaid amount.
- M. A 3 Strike Rule will be enforced. If you and your team manage to get 3 strikes you and your team will not be allowed to participate in any league activity for 1 full year.
- N. Position night is as follows:
  - 1. 1st place vs. 2nd place at 1st place bar
  - 2. 3rd place vs. 4th place at 3rd place bar
  - 3. 5th place vs. 6th place at 5th place bar
  - 4. 7th place vs. 8th place at 7th place bar
  - 5. ect.
    - a. If there is odd number of teams last place will not play position night
    - b. Any league having a position night in the schedule must have all makeup games made up prior to and or the Saturday before the position night.
- O. All ties at the end of the season that affect a potential position round , the previous weeks STANDINGS shall determine the order of the home team.
- P. Any ties after the position round that affect a potential award winner will be determined as follows.
  - 1. Past head to head winner
  - 2. If the past head to head is tied then the number of wins between the two teams when they played each other will be looked at. The team with the most wins will determine the winner of the league.
  - 3. If the number of wins is also a tie, It will then be declared a tie for the League Championship.

## VII. PLAYER SHOOTING & SUBSTITUTION

- A. Ladies shoot first in mixed leagues.
- B. **Players that start the match must finish the match.** Unless extenuating circumstances, in which the Diltz League office must be contacted 574-259-5229.
- C. Darts may not be thrown until the dartboard instructs "Throw Dart". Any dart thrown before , is counted as a dart thrown and the player forfeits any point value. **Darts on the dart board cannot be touched until turn is over and "Player Change" appears on the board. If this is not followed, He/She will foul and the penalty will be loss of their current turn.** If any of your 3 darts miss the board, the red player change button must be pressed. If a player accidentally scores on the opposing team when pulling out their darts, the backup feature may be used to reset the opposing player's turn and get rid of any extra points. The player should then hit the player change button to get to the opposing player's score so that they can throw His/Her 3 darts. **If a player accidentally wins a game while pulling a dart out of the board, the penalty will be the loss of that game.**
- D. "Shooters Advantage ": A dart that sticks in a mark but does not register or registers incorrectly will be manually scored after it is acknowledged by both captains. And **can only be manually scored by the opposing team captain.** If the **darts are removed** before the agreement of the two captains **the score will stay as is.**
- E. All games shall have a foul line. Players will throw from behind the foul line. Players will be allowed to lean and cross the foul line, as long as the trail foot does not touch the floor before the dart scores. Players should be aware of the Courtesy Throw Area, and accommodate it accordingly.
- F. If a player shoots out of turn:
  1. That player loses the remaining darts for that turn, and his partner loses his turn as well.
  2. If it is not discovered until all three darts are thrown. That player loses his next turn.
  3. Any points scored — remain.
  4. The machine is advanced to the proper position.
  5. If a player ends the game out of turn, that player's team loses the game.
  6. Player or team abuse of equipment, poor sportsmanship or unethical conduct may be grounds for a forfeiture of a game, a match or expulsion from the league. Unsportsmanlike conduct should be reported to the Diltz league office.
  7. If a player or team abuses the machine by hitting it so hard that it blanks the machine out(tilts), **THE GAME WILL BE FORFEITED.** The team who DID NOT commit the foul will shoot the game, and it will be considered a forfeit win. This information should be reported to the League Coordinator.
  8. If a player must leave the play area, your captain must be notified. Reasonable breaks are allowed to use the restroom. Players causing unreasonable delays will not be allowed. Players who are participating in a game will not be allowed to sing karaoke, play pool or games etc. Excessive use(longer than a minute) of a cell phone (talking or texting) will be considered a delay of game. One warning from the opposing captain will be given. The second or more offense(s) will be loss of players' turn. The third offense in 1 game will result in forfeiture of the game.
- G. **Two and three person teams must have two and three players present to compete.**
- H. **Four Person Teams:**(301 only) If a team cannot field four shooters the team may compete with only three players under the "151" rule. The "151" rule states the absent player is marked as having "151" points in each game. His/her partner may play to win until frozen by the opposing team.
- I. No team may compete with fewer than three players on a four person team.

- J. If a team starts a match with all four players present and for some reason one of the players leaves the match, that team will finish the match playing under the “151” rule for that missing player.
- K. If a team starts a match with only three players and “151” rule, and one of the players leaves the match before it is over, the following occurs:
  1. The team wins, losses and remaining points stay as recorded
  2. Individual feats stay as recorded
  3. The balance of the games not played is forfeited with remaining points for both teams calculated as in a regular forfeit.
- L. (Cricket only) If a team cannot field four shooters the team may compete with only three players by skipping the missing player.
- M. Due to extenuating circumstances, a regular player may need to be replaced. A replacement player must have an established player skill rating that is equal to or less than the player being replaced. All replacement players are subject to approval of the league coordinator.
- N. **Subs will not be allowed in the last 2 weeks of league play other than being used for extreme circumstances (hospitalizations, death in the family, medical)**
- O. Any new or unranked player, (one without a current player skill rating available) will be assigned an average player skill rating number. PLAYER SKILL RATING numbers will be valid for 2 years prior to the season being played. Unranked players with known ability will be ranked accordingly.
  1. The assigned "OI" PPD Rating is. Male: 23.0 Female: 16.0
  2. The assigned Cricket MPR is: Male 2.3. Female 1.6
- P. **During the league play season, a sub may be manually added at the dartboard. A manually entered sub is not allowed to shoot above a .2 Cricket MPR and/ or 2.0 "OI" PPD** above the player they are replacing (this could lead to forfeiture of games won by the sub), based on league type. If a manually entered sub approved by the opposing captain shoots above the person they are subbing for, they will not be allowed to protest that sub. When using a sub you must contact the Diltz office 574-259-5229.
- Q. (Barstool Rule) Any team at any time may use a patron from the bar as a last resort sub if both captains agree.
  1. If a regular player from the same league happens to be in another bar on the same night of his own league, he may not be considered a barstool.
  2. You cannot have more than 2 barstool subs for one night.
  3. When using a barstool from the bar you must set up as a sub using the initials B.A.R. when setting him/her up on the board.
- R. Four-person team’s maximum number of subs is 2.
- S. A two-person team with approval from League coordinator maximum number of subs is 2 with comparable MPR/PPD.
- T. Players may use bar darts or their own darts, as long as they have plastic tips and do not exceed eight (8) inches in length or 20 grams.
- U. When adding a new sub, the board will now allow up to 12 characters for the name.
- V. **All players must shoot under his/her own name.**
- W. **Call Diltz the very next day to provide the full name of sub.**

## VIII. PROTESTING PROCEDURES

- A. All protests and incidents in question must be well documented and submitted to Diltz by the next day of the match in question.
- B. Evidence and testimonies will be reviewed, and Diltz will ultimately decide on a verdict.
- C. **Unprotestable Situations:**
  - 1. **Bars are too crowded**
  - 2. **Jukebox is too loud**
  - 3. **Patrons are rude**
  - 4. **Playing 2 matches at one time**

## IX. SCORING

- A. P.P.D. (POINTS PER DART) IS TO BE USED FOR ALL 01' GAMES, I.E. 301, 501, ETC. TO OBTAIN PPD, DIVIDE THE TOTAL POINTS BY THE NUMBER OF ACTUAL DARTS THROWN. EXAMPLE: PLAYER #1 WINS THE GAME WITH HIS 12TH DART. HE HAS ACHIEVED A TOTAL OF 301 POINTS. HIS PPD IS 25.08 ( $301/12 = 25.08$ ). THE WINNER OF THE GAME WILL USE THE TOTAL POINTS OF THE GAME, ALL OTHER PLAYERS WILL USE THE ACTUAL POINTS SCORED AS REPORTED BY THE MACHINE.
- B. M.P.R. (MARKS PER ROUND) IS TO BE USED FOR ALL CRICKET GAMES. TO CALCULATE MPR; DIVIDE THE TOTAL NUMBER OF MARKS SCORED BY THE ACTUAL NUMBER OF DARTS THROWN, THEN MULTIPLY BY THREE (3). EXAMPLE: PLAYER #1 WINS THE GAME WITH HER 46TH DART. SHE HAS ACHIEVED A TOTAL OF 59 MARKS. HER MPR IS 3.85 ( $59/46 \times 3 = 3.85$ ). HANDICAP ROUNDS DO NOT COUNT FOR THE PLAYERS WITHOUT DARTS IN THAT ROUND. WHEN TWO (2) PLAYERS ARE PARTNERS ON THE SAME NUMBER, THEY RECORD THEIR RESULTS INDIVIDUALLY.
- C. 501 DOUBLE IN/DOUBLE OUT GAMES ON ARACHNID BOARDS — PLAYERS MUST HIT ANY DOUBLE NUMBER TO START & FINISH THE GAME- **NOT THE BULLSEYE. A BULLSEYE THAT STARTS OR ENDS A GAME IS AN AUTOMATIC LOSS.**

## X. FEATS

### 301

6,7,8 OR 9 DART OUT-A 6 DART OUT IS A PERFECT GAME. 7 DART OUT MEANS YOU WON THE GAME BY THROWING ONLY 7 DARTS, AND THE SAME FOR 8 AND 9 DART OUTS.

4<sup>TH</sup> ROUND OUT- WINNING THE GAME IN THE FOURTH ROUND OF PLAY. (CAN BE ON THE 10,11 OR 12 DART NOT NECESSARILY IN THE 4TH ROUND.

LOW TON - A SCORE OF 100-150 PTS IN ONE ROUND.

HIGH TON- A SCORE OF 151-180 PTS IN ONE ROUND,

HAT TRICK - THROWING ALL THREE DARTS IN THE INNER OR OUTER PORTION OF THE BULLSEYE IN ONE ROUND.

WIN - THE PLAYER WHO THROWS TO END THE GAME.

## CRICKET

8 DART OUT- A PERFECT GAME IF USING A DOUBLE BULLSEYE.

9 DART OUT- A PERFECT GAME IF USING A SINGLE BULLSEYE.

WHITE HORSE - THROWING ALL THREE DARTS IN THREE DIFFERENT TRIPLES THAT HAVE NOT BEEN MARKED OR SCORED ON BY YOUR TEAM IN THAT ROUND.

9 MARK - THROWING THREE TRIPLES IN ONE ROUND. THIS CAN BE THREE DIFFERENT TRIPLES THAT HAVE ALREADY BEEN MARKED AND OR SCORED ON BY YOUR TEAM IN THAT ROUND, OR TWO TRIPLES THAT ARE THE SAME AND ONE DIFFERENT TRIPLE, OR THREE OF THE SAME TRIPLES.

8 MARK - IN ONE ROUND TWO TRIPLES AND A DOUBLE.

7 MARK - IN ONE ROUND- TWO TRIPLES AND A SINGLE OR ONE TRIPLE AND TWO DOUBLES.

6 MARK - IN ONE ROUND- TWO TRIPLES, OR ONE TRIPLE, ONE DOUBLE, AND ONE SINGLE, OR THREE DOUBLES.

5 MARK - IN ONE ROUND- ONE TRIPLE AND ONE DOUBLE, OR ONE TRIPLE AND TWO SINGLES, OR TWO DOUBLES AND ONE SINGLE.

HAT TRICK- THROWING ALL THREE DARTS IN THE INNER OR OUTER PORTION OF THE BULLSEYE IN ONE ROUND.

ASSIST- THE PLAYER WHO WAS PARTNERS WITH THE PERSON WHO THREW TO THE END THE GAME.

WIN - THE PLAYER WHO THROWS TO END THE GAME.

### XI. DESCRIPTION OF LEAGUES

1. **OPEN LEAGUE:** PLAYERS OF ANY SKILL LEVEL BEING EITHER MALE OR FEMALE
2. **MIXED LEAGUE:** MUST HAVE A MIXTURE OF MALE AND FEMALE
3. **HANDICAP LEAGUE:** LEAGUES USING EITHER SPOT DART OF MARKS OFF HANDICAP
4. **REMOTE LEAGUE:** LEAGUES THAT ARE PLAYED ON A GALAXY 3 OVER THE INTERNET AGAINST OTHER TEAMS IN A DIFFERENT LOCATION.
5. **DOUBLE-IN DOUBLE-OUT LEAGUE:** IN THIS TYPE OF LEAGUE YOU CAN NOT USE THE BULL TO GET INTO THE GAME OR TAKE THE GAME OUT.
6. **DOUBLE-IN DOUBLE-OUT SPLIT BULL LEAGUE:** IN THIS TYPE OF LEAGUE YOU CAN USE THE BULL TO GET IN OR TAKE OUT A GAME. IN THIS GAME THE INNER BULL IS WORTH 50 AND THE OUTER BULL IS WORTH 25 AND YOU MUST HIT THE DOUBLE BULL TO GET IN OR TAKE OUT.

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