



VVS DART LEAGUES

THURSDAY OPEN 4 PLAYER LEVEL 1

MIDWEST DART ASSOCIATION
402-477-9757 * www.vvsleagues.com

FALL/WINTER 2023-24 * THURSDAY OPEN 4 PLAYER LEVEL 1 SCHEDULE * TL1F23

THURSDAY - 7:30 PM * OPEN 4 PLAYER "CRIC-01" * \$8 / PLAYER

Team Cap: 9.60 MPR

1. **Playmaker's "It's in the Hole" – Kyle Ernesti – 402-802-0694**
2. **Captain Jack's "Twiztid Bones" – Chad Rosenau – 402-525-2114**
3. **Steve O's "Is It In?" – Brett Jenkins – 402-217-9441**
4. **Lancaster's "Bent Shafts" – Luke Hansen – 402-730-6460**
5. **Old Pub "Darty Boys" – Kyle Jensen – 402-310-2018**
6. **Steve O's "High Riders" – Steven Howell – 402-875-3443**

1.	09-14-23	2 at 1	6 at 3	4 at 5
2.	09-21-23	3 at 4	5 at 2	1 at 6
3.	09-28-23	6 at 2	5 at 3	4 at 1
4.	10-05-23	6 at 4	2 at 3	1 at 5
5.	10-12-23	5 at 6	4 at 2	3 at 1
6.	10-19-23	1 at 2	3 at 6	5 at 4
7.	10-26-23	4 at 3	2 at 5	6 at 1
8.	11-02-23	2 at 6	3 at 5	1 at 4
9.	11-09-23	4 at 6	3 at 2	5 at 1
10.	11-16-23	6 at 5	2 at 4	1 at 3
	11-23-23	No League – Happy Thanksgiving!		
11.	11-30-23	2 at 1	6 at 3	4 at 5
12.	12-07-23	3 at 4	5 at 2	1 at 6
13.	12-14-23	6 at 2	5 at 3	4 at 1
14.	12-21-23	6 at 4	2 at 3	1 at 5
	12-28-23	No League – Happy Holidays!		
15.	01-04-24	5 at 6	4 at 2	3 at 1
16.	01-11-24	1 at 2	3 at 6	5 at 4
17.	01-18-24	4 at 3	2 at 5	6 at 1
18.	01-25-24	2 at 6	3 at 5	1 at 4
19.	02-01-24	4 at 6	3 at 2	5 at 1
20.	02-08-24	6 at 5	2 at 4	1 at 3
21.	02-15-24	Position Round – Schedule posted on centralne.aeleagues.com and Facebook!		
	02-24-24	City Dart Tournament Week		
	03-02-24	City Dart Tournament Week		

Join Us on  at AE Dart League – Lincoln!

League Notes On Back

AE DART LEAGUES RULES SEPTEMBER - 2023

402-477-9757 * www.centralne.aelegues.com

AE League Rules are based on National Dart Association Rules of Play

1. **ALL PLAYERS MUST BE AT LEAST 21 YEARS OF AGE. REMEMBER – THINK SPORTSMANSHIP! HAVE FUN! GOOD DARTS TO ALL!**
2. No Kibitzing or harassment from players or spectators will be tolerated. No foul or abuse of language will be tolerated. ANY PHYSICAL VIOLENCE AND THE PLAYER OR TEAM WILL BE EXPELLED FROM THE LEAGUE AND FORFEIT ALL WINS AND MONIES PAID. Abuse of equipment, poor sportsmanship, or any conduct that is detrimental to the welfare of AE Dart League may be grounds for forfeiture of a game, match, or expulsion from the league. A machine tilt is loss of game.
3. Players pay a nightly fee paid directly into dart board before match begins, plus the cost of the dart games.
4. Individual player sanction fees of \$14 / person are paid once a year only (based on September 1 – August 31 of the following year.) All players must be sanctioned (including all subs).
5. Lincoln & Remote Team Registration Fees: 15–24-week season - \$30 / tm, 8–14-week season - \$20 / tm (4 player teams); \$15 / tm (3 player teams). \$10 / tm (2 player teams).
6. Trophies for each team member will be given to the top 2 teams of all leagues. 1st Place only in leagues with 3 or 4 teams. Plaque for Individual Top Gun based on MPR & PPD (75% of games played minimum). Tiebreaker if tied in MPR or PPD will be highest SPRE.
7. The money envelopes are for sanction fees. These envelopes can be placed in the slot on the right side of the coin door of the AE dart machine or into the slot provided in the Q-ball end of the pool table. There is a \$20 charge on each returned check.
8. All schedules will be posted by the League Director. Attention: all matches must be played in the location where they are scheduled. The League Director is the only person that can authorize schedule changes.
9. League Director may schedule a “make-up” upon mutual consent of both captains before the match. This must be arranged with AE and matches must be made up before the next scheduled Position Round. The League Director’s decisions on these matters are final.
10. Game time is set by the League Director and is posted on the season schedule. Teams will have 15 minutes (regular time) to show.
11. Standings are based on game win percentage. If two or more teams are tied in game win percentage, the tiebreaker is Most Games Won in matches involving the teams that are tied. If still tied duplicate trophies will be awarded except in the case that both teams agree to arrange a playoff.
12. The total amount of the league fund minus expenses incurred will be paid back to each team based on wins & losses assuming that the team has paid its fees.
13. Free Award Pins are available by written request only. The Award Pin Request Form can be found on-line at the AE Leagues website or contact the league office for a request form. Each player is allowed one (1) pin per year (June-May) of each type unless otherwise noted on the form.
14. Line-Ups: Home/Visitor must be selected in correct order. Co-ed leagues must have male/female order. Never shoot under a different player’s name.
15. Entire match must be played with the same players once the match begins. Games may also be played with a missing player – the vacant spot is passed, and the total opening score will be shown throughout the game.
16. **Open Substitute Rule:** Subs can play for any team. Regular players may shoot for their team only in that particular league division. Each league division is considered its own entity. A team consists of four regular players (except 2 or 3 player leagues) and 1-6 subs. A 3 or 4 player team can add two players maximum to their roster on a given night. A 2-player team can add one. **Sub Limitations:** Subs used for Position Rounds, either of a team’s final two appearances (15–24-week season) or their final appearance (8–14-week season) will need to have a skill rating of equal or lesser value of the absent player. Prior approval by AE Leagues is recommended.
17. A regular player released from one team wanting to play for another team within the same division must have WRITTEN PERMISSION from the team captain to play for another team before you shoot.
18. Eligible players will be allowed to play on 2 teams in the AE Leagues Tournament if their events are not scheduled on the same day. AE Leagues will determine team skill levels the same as in the past. If both of your teams are scheduled on the same day at City you will need to choose 1 team or the other, not both.
19. ANY TEAM THAT FORFEITS A MATCH EITHER OF THE FINAL TWO WEEKS OF A SEASON WILL LOSE ½ OF THE PRIZE MONEY THEY WOULD HAVE WON. Try to play the match at all costs. Call AE Leagues for a hardship ruling to get a sub if after the sub deadline. A make-up match must be scheduled before the match if both teams agree.
20. **Permanent Roster Additions or Changes:** Call 402-477-9757 between 8:30 AM and 5:00 PM at least 24 hours prior to your match time so your changes will automatically appear on the machine.
21. If the dart machine breaks down during your league match so that play cannot continue, do not mess with the machine as you may get out of league mode. Call AE Service immediately and wait for the technician to show up. After ten minutes the machine will display “League Play Has Been Interrupted”. That screen will remain on until the service technician arrives and repairs the problem. You will then need to push the correct button to continue league play. The machine will reset the game that was interrupted, and you will replay that game. Any machine reset due to intentional or non-intentional player action shall result in loss of game for the team committing the action. Captains may NEVER move a match to a different location without League Director’s approval.
22. A Rules Committee of three will be elected from the players in the league. Their duty is to render decisions on protests, help run any league meetings, and aid in the organization of the league.
23. **Protest Procedure** a) Authority to protest rests with the captain. b) Protest must be in writing and be presented to AE Leagues within 48 hours after the match. c) Protest shall include a \$20 deposit. A protestor loses the deposit if he/she loses the protest. The \$20 is placed in the league fund. If the protestor wins, his deposit is returned. d) AE Leagues will review the protest and confer with both team captains involved. A meeting with the Rules Committee will be scheduled to resolve the protest if necessary. e) The Rules Committee decision will be rendered in writing to the parties involved. Signatures by each party will be required at the time the decision is rendered to signify acceptance or rejection of the decision. A non-signature is the same as acceptance. If you reject the decision, you may appeal to the captains of your division, but this appeal must be accompanied with an additional \$50. A two-thirds majority vote is required to reverse a Rules Committee decision. If you win your appeal, the \$50 will be refunded. The decision of league captains is final. AE Leagues has the authority to disregard any protest not properly presented.
24. It is impossible to list rules to cover every situation. If a problem arises during your match, it should be resolved by the two team captains. If you can’t resolve the problem, call the League Director for a ruling (as a last resort) so that you can continue to play.
25. **Round Limits** (All Leagues): 501 – 20 Rounds. Cricket – 25 Rounds. **Shot Clock** (Remote Leagues Only): A 60 second Shot Clock Rule will be enforced.
26. **Maximum Dart Weight:** Complete dart may not exceed 20 Grams.

AE Dart League “Guide to Editing Player Averages on League Night”

- **Will we have to do any calculations or special league set up to use handicaps on league night?** No. The league has been set up by AE Leagues so that the correct average for each player to use will automatically appear on the team menu. A couple of situations may arise where it will be necessary for captains to edit a player average before starting league play. The machine calculates points and marks given to start each game and makes the adjustment for you.
- **Is it acceptable to use a player who was not listed on our team roster during the first 3 weeks of the season?**
Yes. You will need to edit the player’s name & average at the machine.
- **Beginning Week 4 through the end of the season can we use a player who has not yet played this season?**
Yes. You will need to edit the player’s name & average at the machine.
- **The rules state that a player will use his/her pre-established average until they have played 9 games this season. Beginning Week 4, Can we use a sub that has played only once or twice this season?** Yes. The name will appear on your sub list (if loaded previously by Kim). You will need to edit the player’s name & average at the machine if Kim did not load them previously.
- **How do we know what a player’s average should be?** Check the Player Skill Rating at www.centralne.aelegues.com or call the AE League Office.