

- J. The dartboard wire spiders must not be broken. and the double and triple rings must be within a tolerance of 1/32 inch of the normal space measurement of 3/8 inches
- K. All comments concerning the equipment of a particular establishment must be made in writing, and submitted to the grievance committee.
- L. All sponsors will have their dart equipment sanctioned, once this has been done it must be re-sanctioned if any changes have been made.

5. THE TEAM:

- A. A Tungsten team will consist of minimum of (4) players, and maximum of (8) players, including subs.
- B. A Nickel team will consist of minimum of (4) players, and maximum of (8) players, including subs.
- C. A Brass team will consist of minimum of (4) players, and maximum of (8) players, including subs.
- D. A minimum of (2) players must be present to play a match in any division. When two or more players are present, the match shall be played. If not played, a forfeit will be called on the team not playing.
- E. (a) No Brass player may compete in more than (2) 501, (2) 301. or (2) Cricket games in a match.
 (b) No Nickel player may compete in more than (2) 501, (1) 301. or (2) Cricket games in a match.
 (c) No Tungsten player may compete in more than (2) 501, (1) 301-best of three for one point, or (2) Cricket games in a match.
- F. Lineups must be exchanged for each series of games before play of those games.
- G. The night's lineup is to be made blind by each Captain. Captains are not allowed to pre-arrange opponents.
- H. If a team is playing short (one or more players missing), that team may choose to play (1) player against (2) from the opposing team. or two or three against four, forfeiting missing player's turns.
- I. If a dual forfeit occurs in any match game, that game shall be a scratch. Neither team will be given a win or loss. This rule applies only to matches that are played.

6. TIME FACTOR:

- A. All matches are scheduled to start at 8 P.M., Eastern Standard Time, on the date and location scheduled.
- B. The deadline for starting a match is 8:20 P.M., EST. At this time the late team forfeits first game point. At 8:40 P.M., EST, the late team forfeits second game point.
- C. If a team fails to show for the scheduled match by 9 P.M., EST, and no notification is made of the possibility of being late, the match will be considered a forfeit by the absent team. The team that shows will receive all points possible in their division.
- D. Captains should call the establishment and the opposing Captain at least (24) hours in advance whenever possible.