

# WOODCLIFF 96"™

billiard / dartboard cabinet

SPORTCRAFT 

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## 1-1-32-931 PL

Assembly, Instructions and Rules

313 Waterloo Valley Road / Budd Lake, NJ 07828 / [www.sportcraft.com](http://www.sportcraft.com)

**Congratulations!** We hope you will have many hours of enjoyable use with your new Sportcraft Billiard Table/ Dartboard Cabinet!



**PLEASE KEEP YOUR INSTRUCTIONS!**

- Your Model number is necessary should you need to contact us.
- Please read through this instruction book to familiarize yourself with all the parts and assembly steps.
- Refer to the Parts Identifier and verify that all parts have been included.
- For questions that may arise or for missing parts, **PLEASE CONTACT US BEFORE RETURNING THE GAME TO THE STORE.**



**CONTACT INFORMATION:**

Hours: Mon.-Fri., 9:00am to 5:00pm EST

**Replacement Parts:** order online at: [www.sportcraft.com](http://www.sportcraft.com)

**Technical Support:** [customerservice@sportcraft.com](mailto:customerservice@sportcraft.com) / (800) 526-0244



**WARNING!**

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.



**BEFORE ASSEMBLY:**

- Did you receive 1 box?
- Did you inspect your playfield/main table frame before assembly? It is not replaceable and must be returned to the original place of purchase if damaged.



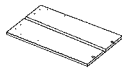
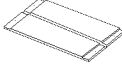
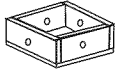
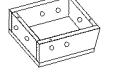












**TOOLS REQUIRED FOR ASSEMBLY:**

- Phillips and Slotted Head Screwdrivers / or Power Driver (not included)
- Allen Key (included)


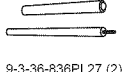






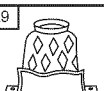





# PARTS IDENTIFIER

FOR MISSING OR DEFECTIVE PARTS, VISIT  
[www.sportcraft.com](http://www.sportcraft.com)

(Add a Check (✓) to the box  to indicate receipt of each part.)

1		LEG - A	9-3-32-931PL01 (4)	2		LEG - B	9-3-32-931PL02 (4)	3		TOP LEG CAP	9-3-32-931PL03 (4)	4		BOTTOM LEG CAP	9-3-32-931PL04 (4)
5		APRON CONNECTOR	9-3-32-931PL05 (2)	6		18 MM WASHER	9-3-34-872PL30 (18)	7		LOWER END APRON	9-3-32-931PL07 (2)	8		LOWER SIDE APRON	9-3-32-931PL08 (2)
9		6 X 30 MM ALLEN KEY BOLT (5 MM)	9-3-32-931PL09 (16)	10		22 MM WASHER	9-3-36-836PL09 (16)	11		4 X 22 MM ALLEN KEY BOLT (5 MM)	9-3-32-931PL11 (32)	12		PLASTIC DOWEL	9-3-32-834PL07 (8)
13		6 X 55 MM ALLEN KEY BOLT (5 MM)	9-3-32-931PL13 (2)	14		8 X 35 MM ALLEN KEY BOLT (5 MM)	9-3-32-931PL14 (16)	15		LEG BASE	9-3-32-931PL15 (4)	16		3.5 X 33 MM FLAT HEAD SCREW	9-3-32-834PL06 (16)

.....  
**ACCESSORIES/Pre-Installed Parts (AVAILABLE FOR PURCHASE ONLINE.)**

A1		BILLIARD BALL SET	9-3-36-836PL41 (1)	A2		57 1/2-PC BILLIARD CUE	9-3-36-836PL27 (2)	A3		CHALK	9-3-36-836PL26 (2)	A4		TRIANGLE	9-3-36-836PL29 (1)
A5		5 MM ALLEN KEY	9-3-36-836PL28 (1)	A6		BILLIARD CABINET NOT REPLACEABLE		A7		BRUSH	9-3-32-931PL22 (1)	A8		CORNER POCKET (PRE-INSTALLED)	9-3-32-931PL23 (4)
A9		SIDE POCKET (PRE-INSTALLED)	9-3-32-931PL24 (2)	A10		NAME PLATE (PRE-INSTALLED)	9-3-32-931PL25 (2)	A11		LEFT SIDE TOP RAIL (PRE-INSTALLED)	9-3-32-931PL61 (2)	A12		RIGHT SIDE TOP RAIL (PRE-INSTALLED)	9-3-32-931PL62 (2)
A13		END TOP RAIL (PRE-INSTALLED)	9-3-32-931PL63 (2)	A14		CUE TIP (PRE-INSTALLED)	9-3-36-936PL33 (2)								

**ASSEMBLY INSTRUCTIONS:**

We recommend that two adults work together to assemble this table.

- The table will be assembled upside down and then turned over onto its legs. This is a very heavy table and turning it over will require at least two strong adults.
- We suggest that you use the bottom carton as a clean flat work area to protect the table.

**FIG. 1:**

- Fold Leg - B (#2) into an L-shape. Attach one Top Leg Cap (#3) to Leg - B (#2) using two Bolts (#11) as shown in Fig. 1.
- Attach Bottom Leg Cap (#4) to bottom of Leg - B (#2) using two bolts (#11).
- Insert one Dowel (#12) into each side of Leg - B (#2). See Figs. 1C and 1D.
- Fold Leg - A (#1). Align holes at the side and place onto dowels. See Fig. 1C.
- Attach Leg - A (#1) to Bottom Leg Cap (#4) using two bolts (#11). See Fig. 1E. Repeat same for Top Leg Cap (#3).
- Attach Leg Base (#15) to leg assembly using four screws (#16). See Fig. 1F.
- Repeat above steps for other three legs.

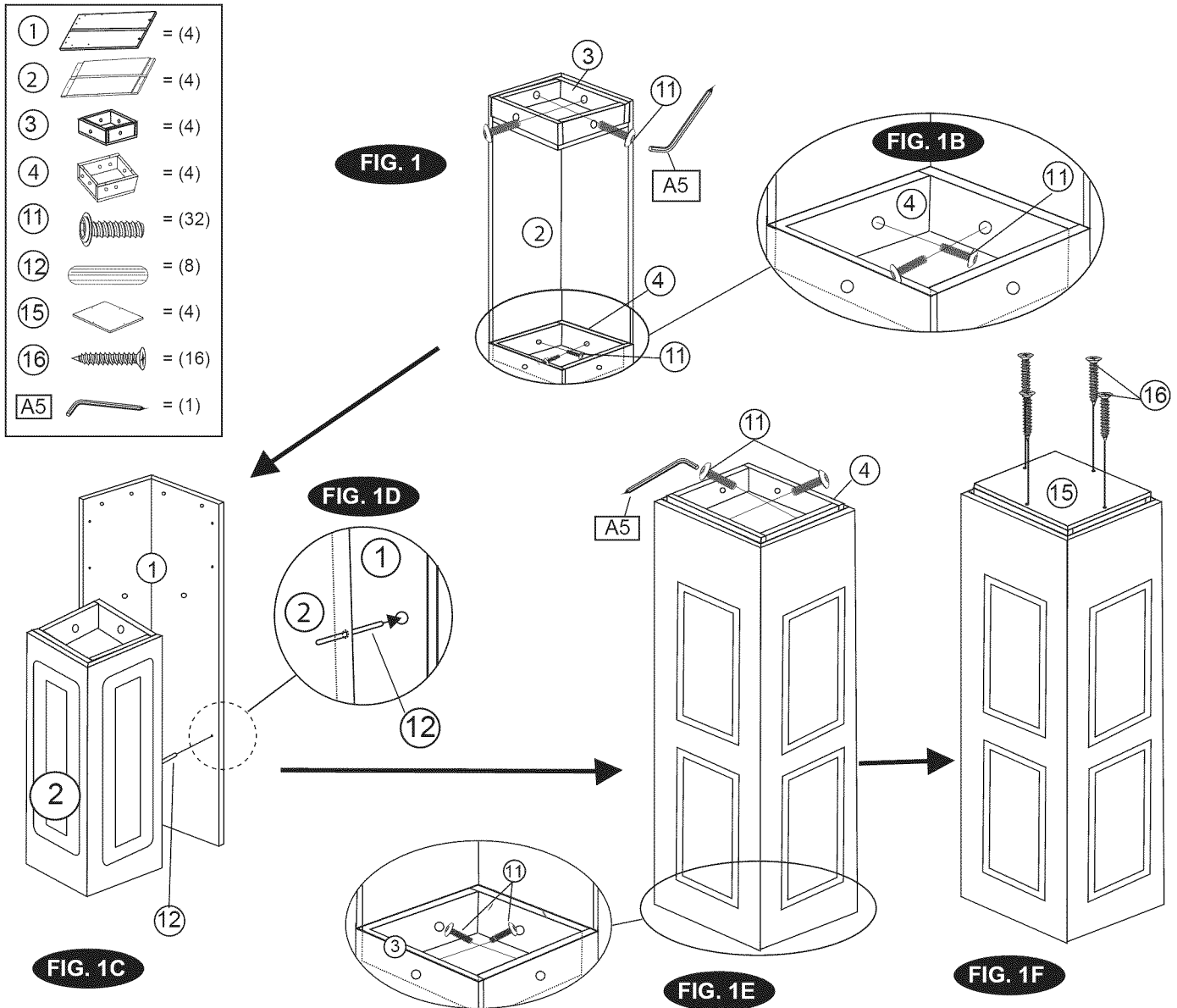


FIG. 2:

- Attach one Lower End Apron (#7) between the two leg assemblies using four Bolts (#9) and four Washers (#6). Repeat the same for the other Lower End Apron. See Figures 2 and 2A.
- Attach one Lower Side Apron (#8) between the leg assemblies using four Bolts (#9) and four Washers (#6). Repeat the same for the other Lower Side Apron. See Figures 2 and 2B.

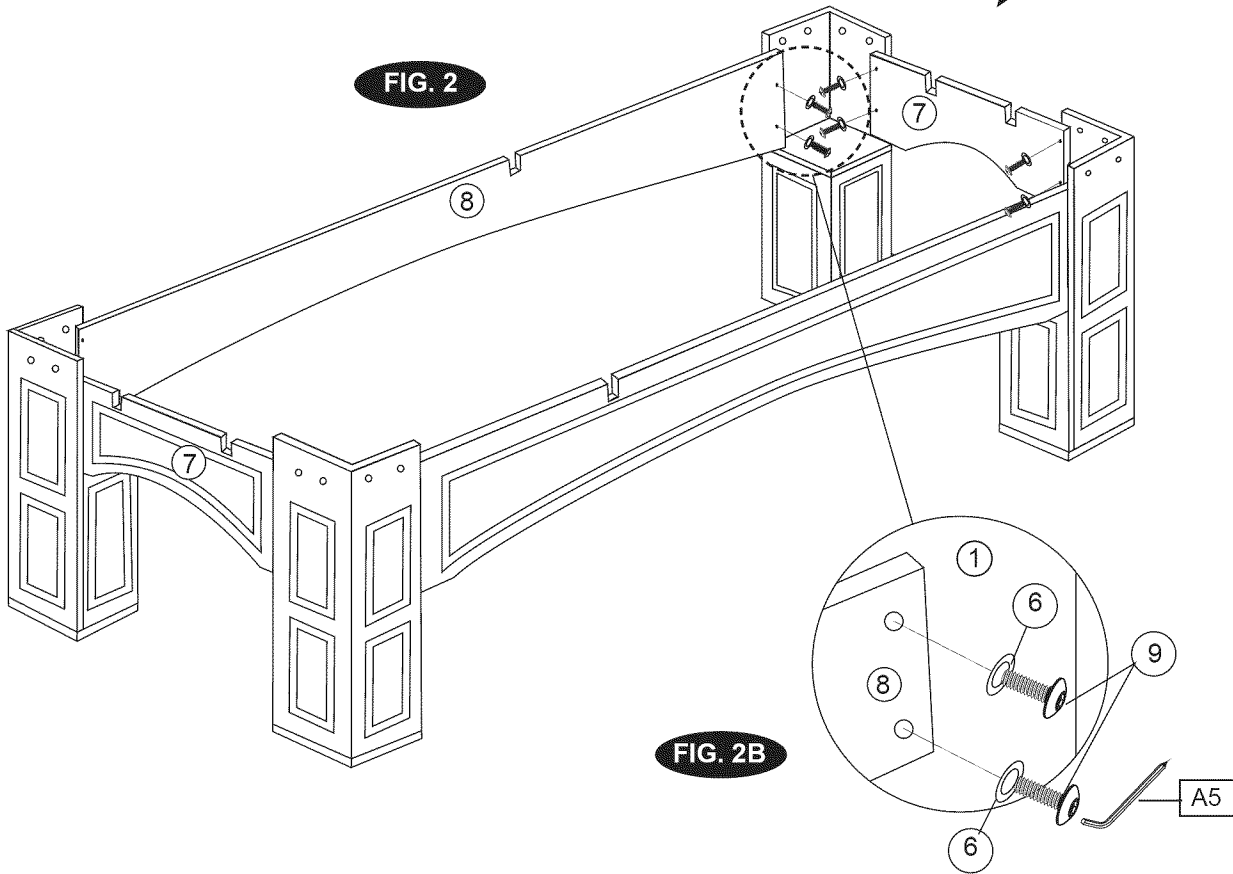
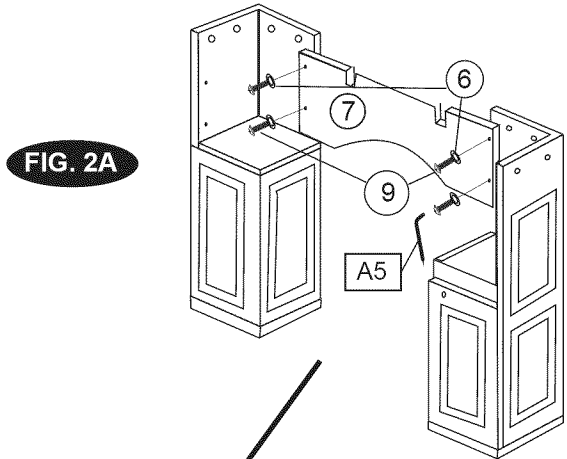
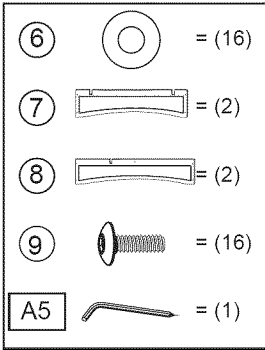
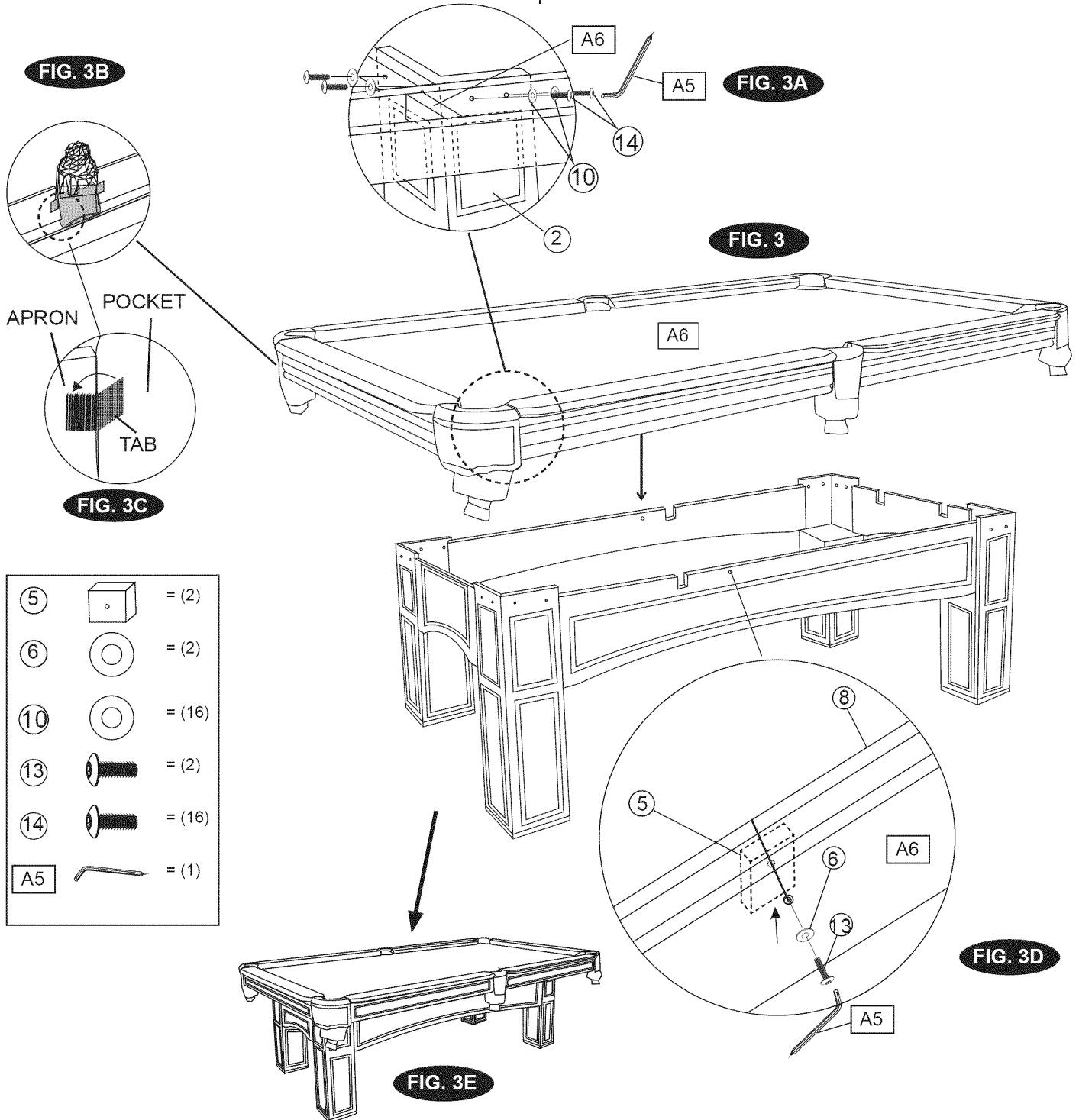


FIG. 3:









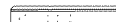
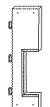




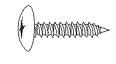










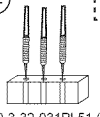
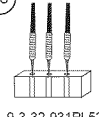





- Open the hook-and-loop tabs found on the pockets and adhere them to the inside of the aprons. See Figs. 3B and 3C.
- With two strong adults carefully place the billiard cabinet onto the leg frame. **CAUTION: Do not lift by the pockets.**
- Attach the Billiard Cabinet (#A6) to the Leg frame using four Bolts (#14) and four Washers (#10) under the table. See Fig. 3A.
- Attach one Apron Connector (#5) between the Billiard Cabinet (#A6) and each Lower Side Apron (#8) using one Bolt (#13) and one Washer (#6) per Apron Connector under the table. See Fig. 3D.
- See Fig. 3E for completed table. You are now ready to play.



# PARTS IDENTIFIER

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(Add a Check (✓) to the box  to indicate receipt of each part.)

17		CUE RACK HEADER BOARD	9-3-32-931PL26 (1)
18		CUE RACK TOP BOARD	9-3-32-931PL27 (1)
19		CUE RACK UPPER SHELF	9-3-32-931PL28 (1)
20		CUE RACK MIDDLE SHELF	9-3-32-931PL29 (1)
21		CUE RACK BOTTOM SHELF	9-3-32-931PL30 (1)
22		BOTTOM BOARD	9-3-32-931PL31 (1)
23		FRONT BOARD	9-3-32-931PL32 (1)
24		LEFT BOARD	9-3-32-931PL33 (1)
25		RIGHT BOARD	9-3-32-931PL34 (1)
26		LEFT DOOR	9-3-32-931PL35 (1)
27		RIGHT DOOR	9-3-32-931PL36 (1)
28		BACK BOARD	9-3-32-931PL37 (1)
29		UPPER CUE RACK	9-3-32-931PL38 (2)
30		LOWER CUE RACK	9-3-32-931PL39 (2)
31		4.5 X 22 MM ROUND HEAD SCREW	(1)
32		BUMPER	(3)
33		NAIL	(3)
34		3.5 X 33 MM FLAT HEAD SCREW	9-3-32-834PL06 (10)
35		3.5 X 18 MM FLAT HEAD SCREW	9-3-32-931PL44 (19)
36		DART HOLDER	9-3-32-931PL45 (2)
37		3.5 X 14 MM FLAT HEAD SCREW	9-3-32-931PL46 (12)
38		3.5 X 33 MM WASHER HEAD SCREW	9-3-36-832PL14 (4)
39		SCREW ANCHOR	9-3-32-931PL48 (4)
40		BRISTLE DARTBOARD	9-3-32-931PL49 (1)
41		BRACKET	(1)
42		RED SHAFT (SET OF 3)	9-3-32-931PL51 (1)
43		BLACK SHAFT (SET OF 3)	9-3-32-931PL52 (1)
44		EVA FOAM	9-3-32-931PL53 (6)
45		USA FLAG (SET OF 3)	9-3-32-931PL54 (1)
46		UK FLAG (SET OF 3)	9-3-32-931PL55 (1)
47		LOCKING PIN	9-3-32-931PL56 (9)
48		WOOD DOWEL	9-3-32-934PL01 (12)

ACCESSORIES/Pre-Installed Parts. (AVAILABLE FOR PURCHASE ONLINE.)







A15		NAME PLATE (PRE-INSTALLED)	9-3-32-931PL25 (1)
A16		ERASER	9-3-32-931PL60 (1)
A17		LOCKING SCREW (PRE-INSTALLED)	9-3-32-931PL64 (9)
A18		BRACKET (PRE-INSTALLED)	9-3-32-931PL65 (6)
A19		PLASTIC SCREW (PRE-INSTALLED)	NOT REPLACEABLE
A20		CHALK	9-3-32-931PL67 (2)

FIG. 4:

- Screw Locking Pin(#47) into Plastic Screw(#A19) which has been pre-installed in the Front Board(#23).Then attach Bottom Board(#22) to one Front Board (#23) using one Locking Pin (#47) forming an "L" shape as shown in Figs. 4A, 4B, and 4C.**Note:** Make sure the arrow on the screw point out to Locking Pin (#47).Insert Locking Pin (#47) into Locking Screw (#A17) which has been pre-installed in the Bottom Board(#22) .Then turn around Locking screw (#A17) in clock wise till pin is locked.
- Repeat this step to Per Locking Pin (#47) and Plastic Screw(#A17), Locking Screw (#A19)
- Attach one Bottom Board (#22) to one Front Board (#23) using one Locking Pin (#47) forming an "L" shape as shown in Figs. 4A, 4B, and 4C.
- Insert Locking Pin (#47) and six Dowels (#48) on the Right Board (#25) as shown in Fig. 4. Repeat the same for Left Board (#24).

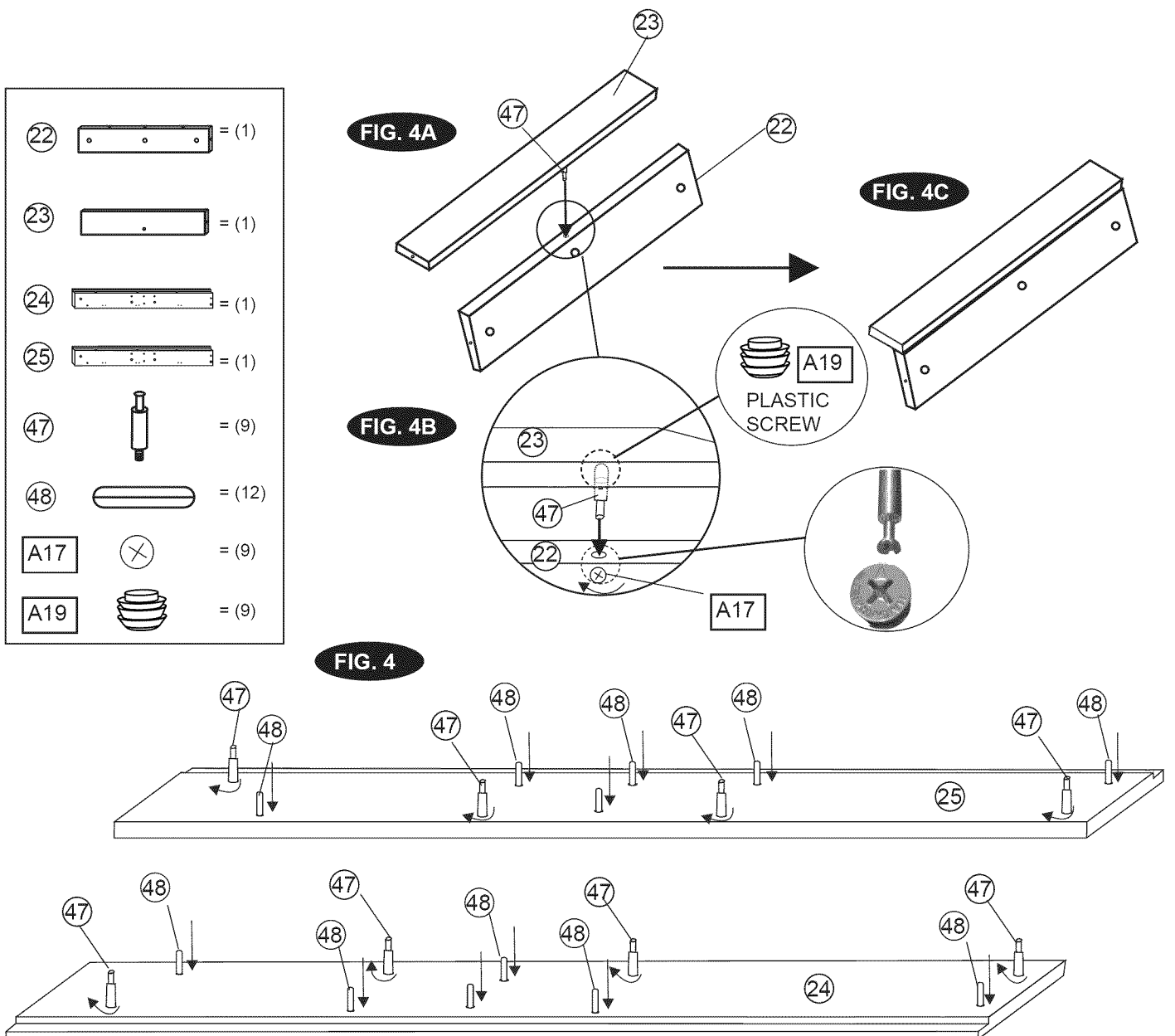




FIG. 5:

- Attach the Bottom/Front Board Assembly (#22 and #23) to Left Board (#24) using two Locking Pins (#47) and two Dowels (#48). **Note:** Insert Locking Pin (#47) into Locking Screw (#A17) which has been pre-installed in the Bottom Board(#22) .Then turn around Locking screw (#A17) in clock wise till pin is locked.
- Repeat this step to Per Locking Pin (#47) , Locking Screw (#A19)
- Attach the Bottom Shelf (#21) to Left Board (#24) using two Locking Pins (#47) and two Dowels (#48).
- Attach the Middle Shelf (#20) to Left Board (#24) using two Locking Pins (#47) and two Dowels (#48).
- Attach the Upper Shelf (#19) to Left Board (#24) using two Locking Pins (#47) and two Dowels (#48).
- Attach the Top Board (#18) to Left Board (#24) using two Locking Pins (#47) and two Dowels (#48).

18		= (1)
19		= (1)
20		= (1)
21		= (1)
47		= (4)
48		= (6)
A17		= (4)

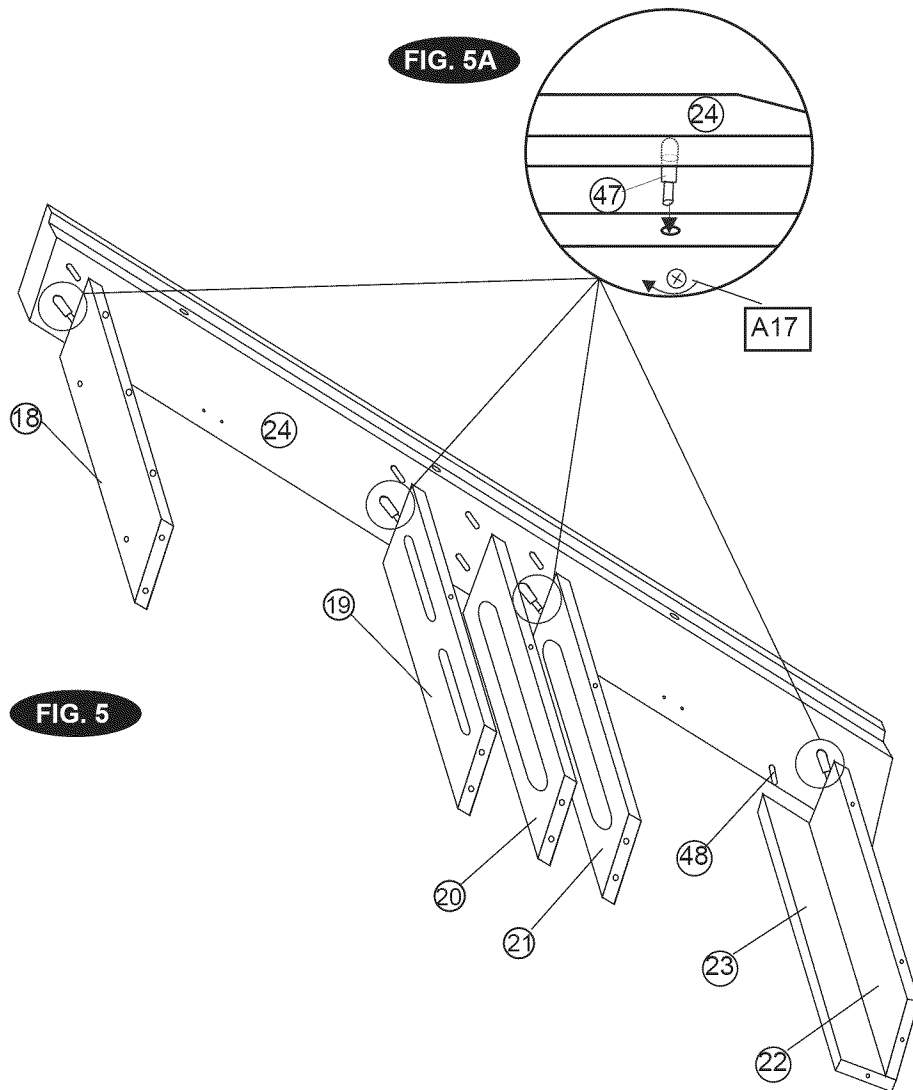


FIG. 5

FIG. 5A

FIG. 6:

- Attach the Right Board (#25) to the Assembly using two Locking Pins (#47) and two Dowels (#48) per board.
- **Note:** Insert Locking Pin (#47) into Locking Screw (#A17) which has been pre-installed in the Bottom Board(#22) .Then turn around Locking screw (#A17) in clock wise till pin is locked.

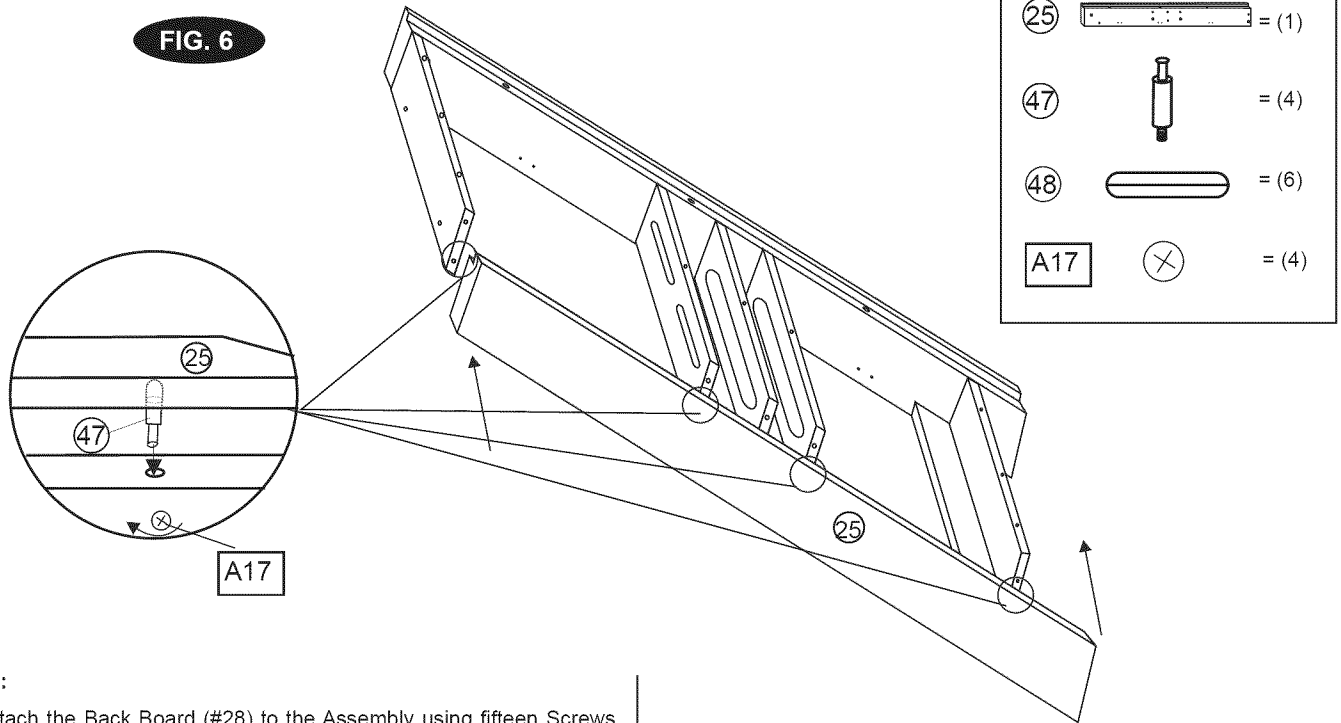
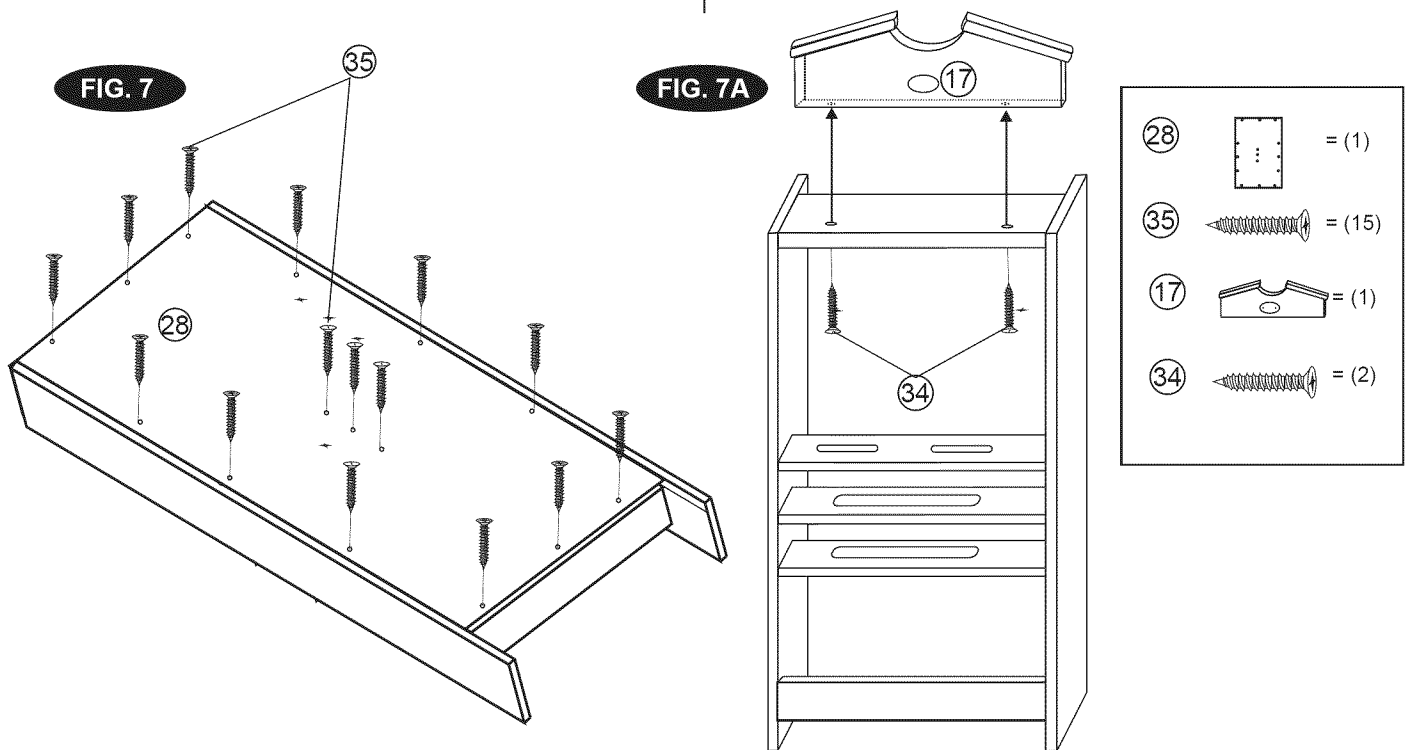


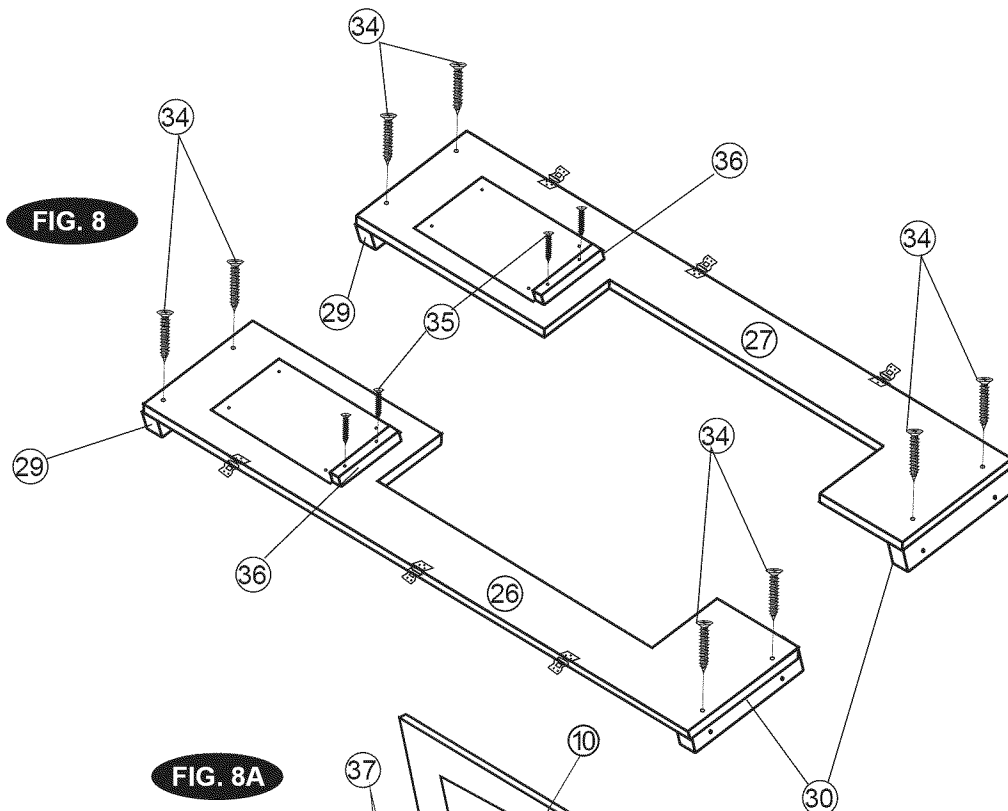
FIG. 7:

- Attach the Back Board (#28) to the Assembly using fifteen Screws (#35) as shown in Fig. 7.
- Attach the Header Board (#17) to the Assembly using two Screws (#34) as shown in Fig. 7A.

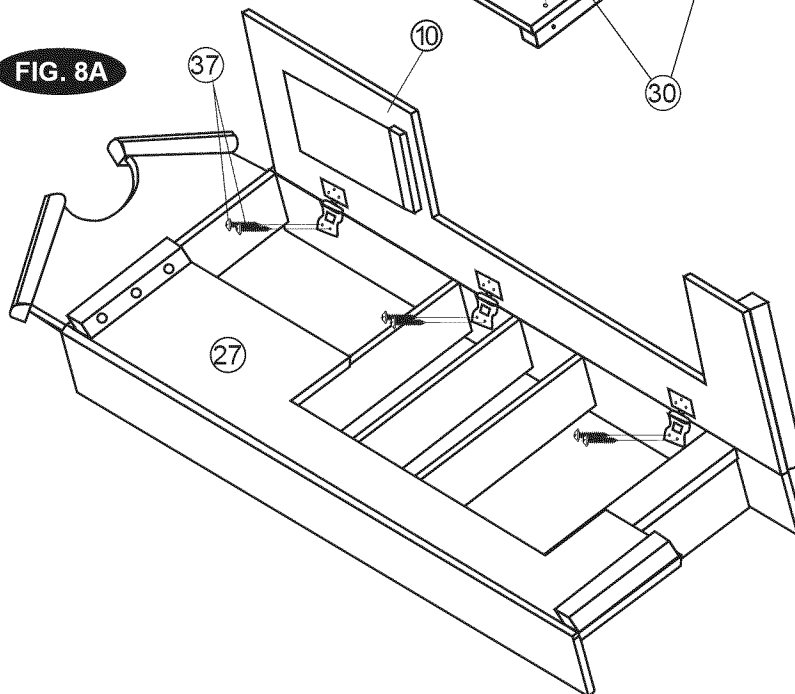


**FIG. 8:**

- Attach the Upper Cue Rack (#29) to the Right Door (#27) using two Screws (#34).
- Attach Lower Cue Rack (#30) to Right Door (#27) using two Screws (#34).
- Attach Dart Holder (#36) to Right Door (#27) using two Screws (#34).
- Repeat the above steps for the Left Door (#26).
- Attach the Doors to the assembly using two Screws (#38) in each hinge. See Fig. 8A.



**FIG. 8A**



26		= (1)
27		= (1)
29		= (2)
30		= (2)
36		= (2)
34		= (8)
35		= (4)
37		= (12)

FIG. 9:

- Place the Dartboard Cabinet against the wall where you desire to play in order to mark the screw location. Use a pencil to mark the four screw holes found at the top and bottom of the cabinet. Also mark two holes needed in the center for the Mounting Bracket (#41). See Figures 9 and 9A.
- Insert the Screw Anchors (#39) into the wall at the marked locations behind the cabinet.
- Attach the cabinet to the wall using four Screws (#38), screwing into the anchors.
- Attach the Mounting Bracket (#41) to the center anchors using two Screws (#38). See Figures 9 and 9A.

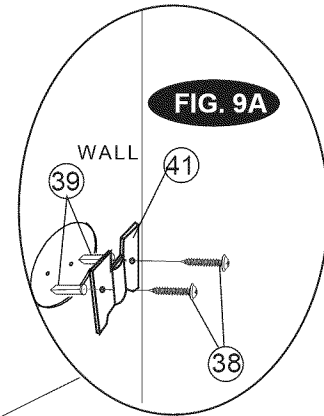
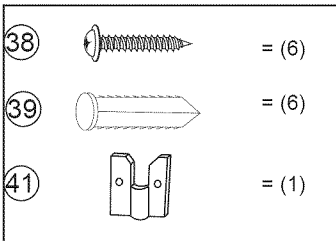
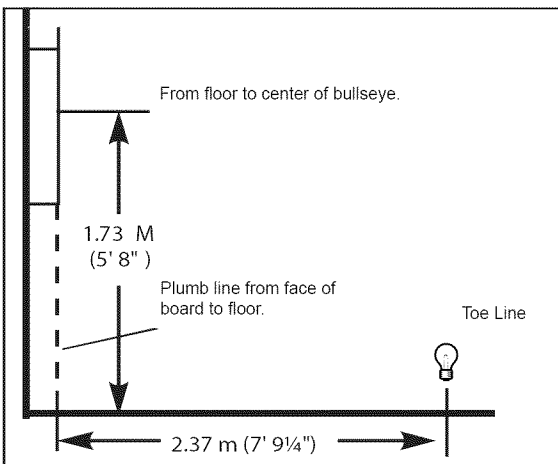
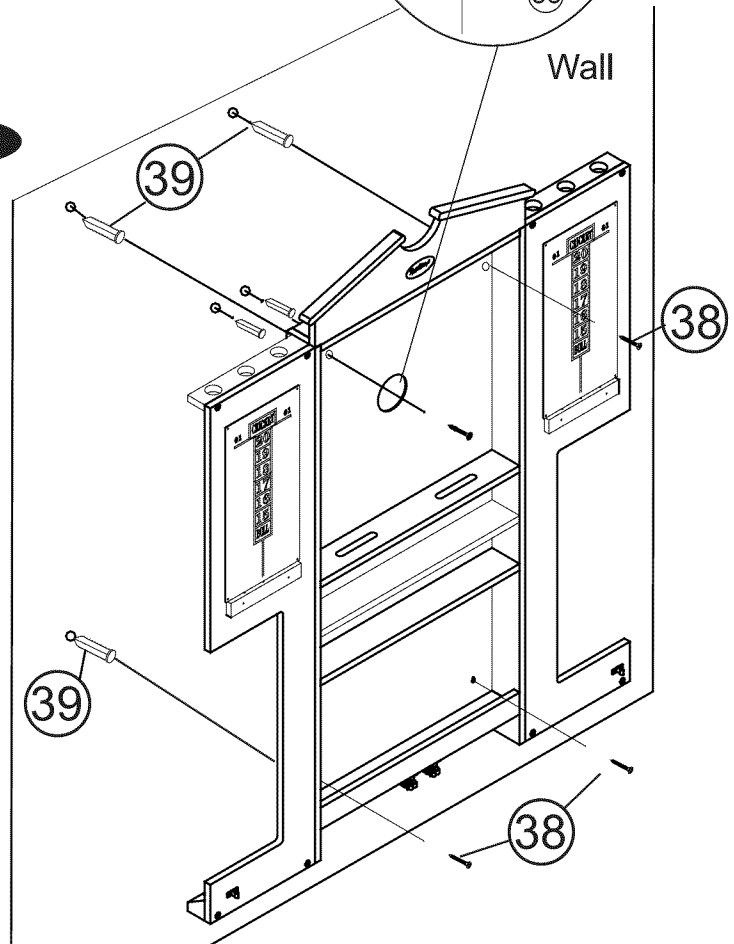


FIG. 9



**NOTE:** Player's toe must not step over the Toe Line when throwing.

FIG. 10:

- Attach three Bumpers (#32) to the back of the Dartboard (#40) using three Nails (#33). They should each be 7½" (19.05cm) from the center hole. See Fig. 10
- Place one Screw (#31) into the center of the dartboard so that the screw is firm but sticking out, about one-third of the way in the board.
- Place the Dartboard (#40) onto the Mounting Bracket in the cabinet. See Figures 10 and 10A.
- Peel Eva Foam(#44) and stick on the cabinet as shown in Fig10 and 10B.

YOU ARE NOW READY TO PLAY DARTS.

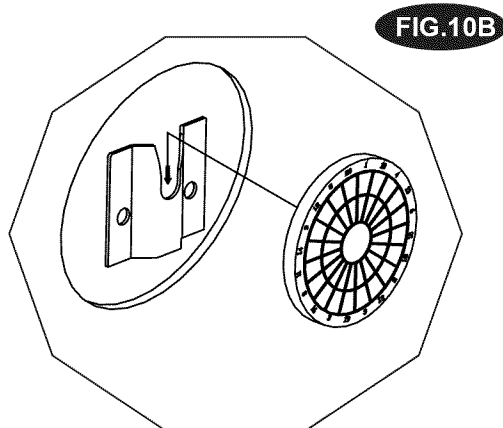
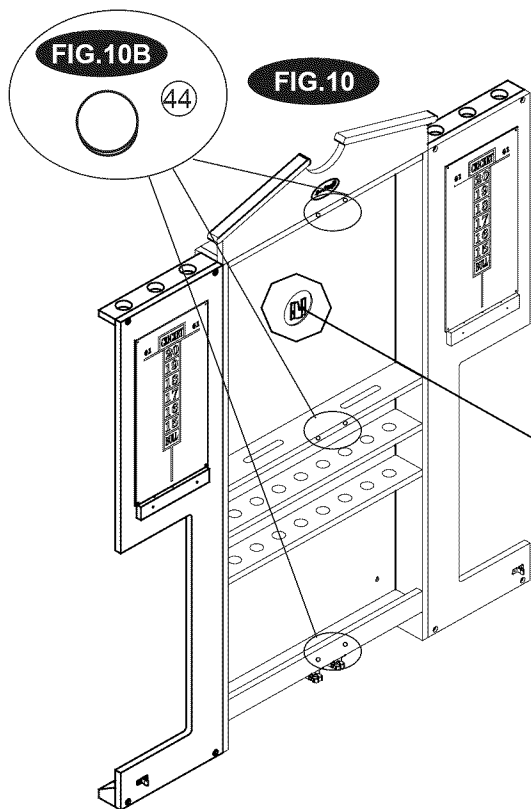
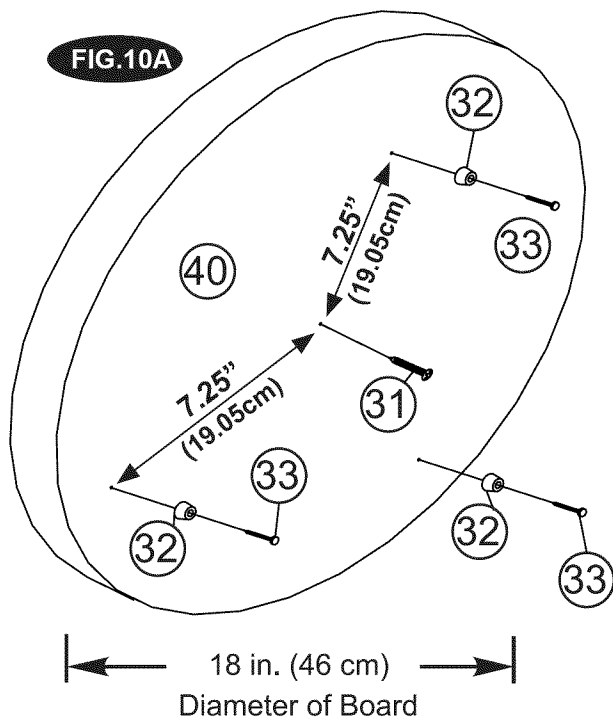
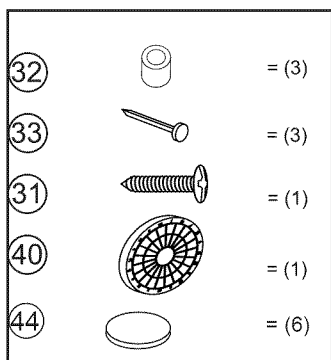


TABLE MAINTENANCE (MANTENIMIENTO DE LA MESA)	
<b>TABLE</b> (Mesa)	Keep your table covered. If there is dust on the playfield or the aprons, use a vacuum or use the brush provided to remove. Do not sit on the table and do not use the table outside. For location of the black ball spot, please refer to Illustration No. 1 for positioning it correctly on the foot spot. <i>Cubrir su mesa. Si hay el polvo sobre el campo de juego o los guarniciones, usar un vacío o el cepillo provisto para quitarlo. No sentarse sobre la mesa y no utilizar la mesa afuera. Para la posición del punto de pelota negro, por favor referirse a la Ilustración no. 1 para colocarlo correctamente en el punto de pie.</i>
<b>POCKETS</b> (Buchacas)	DO NOT lift the table by placing your hands under the pockets, and do not sit, lean or put pressure on the pockets. <i>NO levante la mesa por sosteniendo sobre los buchacas y no sientese, ni inclínese, ni haga presión sobre los buchacas.</i>
<b>LEGS</b> (Piernas)	Check that all the edges fit properly into the grooves of the caps. When moving the table, lift the table off of its legs and place it down squarely on the legs, do not drag the table (and do not lift by the pockets). <i>Asegurarse que los pernos de pierna son bien apretados. En moviendo la mesa, levantar la mesa de sus piernas y colocarlo abajo directamente sobre las piernas, no arrastrar la mesa (y no levantar por los buchacas).</i>

## BILLIARD RULES - 8 BALL

### OBJECT OF THE GAME:

8 Ball is a simple game enjoyed by players of all skill levels. It is a Called Shot Game, meaning that players must announce their intended shot in advance in order for it to count. In 8 Ball, one player shoots at solid balls (numbers 1 through 7), while the opponent shoots at striped balls (numbers 9 through 15). The player who pockets his or her ball group first and then sinks the 8 ball is the winner.

### THE BREAK:

The balls are racked as shown in the illustration. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the head string and the shooter must either : (a) pocket a ball, or (b) drive four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again.

If any balls are pocketed on the break: the shooter stays on the table, however the table is still Open, meaning that the choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

If the 8 ball is pocketed on the break: the shooter stays on the table with the option of spotting the 8 ball and continuing play, or re-racking the balls and breaking again.

If the shooter scratches on the break: if the cue ball is pocketed on the break : (a) all balls pocketed remain pocketed, except the 8 ball which is spotted, (b) the table is open, (c) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

### PLAYING THE GAME:

After the break, regardless of whether any balls were pocketed on the break, the table is Open, with the choice of stripes or solids determined by the next legally pocketed ball.

In the course of play, a shooter must call shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed

or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

**FOULS:**

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table)
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
5. Using the 8 ball first in a combination shot when the table is not open.

**FOUL PENALTY:**

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break).

**SPOTTING BALLS:**

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.

**LOSS OF GAME:**

- A player committing any of the following infractions loses the game:
1. Fouls when pocketing the 8 ball.
  2. Pockets the 8 ball on the same stroke as the last of his group of balls.
  3. Scratches when the 8 ball is his legal object ball.
  4. Jumps the 8 ball off the table at any time.
  5. Pockets the 8 ball in a pocket other than the one designated.
  6. Pockets the 8 ball when it is not the legal object ball (except on the break).

**BILLIARD RULES - 9 BALL**

**OBJECT OF THE GAME:**

Nine-Ball is a popular game enjoyed by players of all skill levels. In 9 Ball, the shooter must make contact with the lowest numbered ball first. The player who sinks the 9 ball is the winner.

**THE BREAK:**

Balls numbered 1 through 9 are racked in a "diamond" shape with the 1 Ball at the top of the diamond and on the foot spot and the 9 Ball in the center. See the illustration. The cue ball must be placed behind the head string and the shooter must make contact with the 1 Ball first and either: (a) pockets a ball, or (b) drives four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again. If the cue ball is scratched on the break, the incoming player may not play a "Push Out" (see PUSH OUT), but places the "cue ball in hand" anywhere on the table.

**PLAYING THE GAME:**

After the break, the next shot may be played as a "Push Out", or, if the breaker pockets one or more balls, he continues to shoot until he misses, fouls, or wins the game. Once a player misses or fouls, the opponent begins to shoot until missing, committing a foul, or winning. The game ends when the 9 Ball is pocketed on a legal shot.

**PUSH OUT:**

The player shooting immediately following a legal break may play a Push Out in an attempt to move the cue ball into a better position. In a Push Out, a ball does not have to make contact with any ball or rail and is not considered a foul unless other foul rules apply. The player must announce

the intention of playing a Push Out before the shot, or it is considered normal play. Any ball pocketed on a Push Out does not count and remains pocketed (except the 9 Ball). Following a Push Out, the incoming player: a) must shoot from that position or b) may pass the shot back to the other player.

**FOULS:**

1. Failure to execute a legal shot as defined above.
2. Failure to make first contact with the lowest numbered ball on the table.
3. A scratch shot (shooting the cue ball into a pocket or off the table)
4. Moving or touching any ball by means other than legal play.
5. When the object ball is not pocketed, failure to drive the any ball to a rail after the cue ball has made contact with the object ball.
6. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
7. Driving any ball off of the table. The object balls are not re-spotted (except the 9 Ball).

**FOUL PENALTY:**

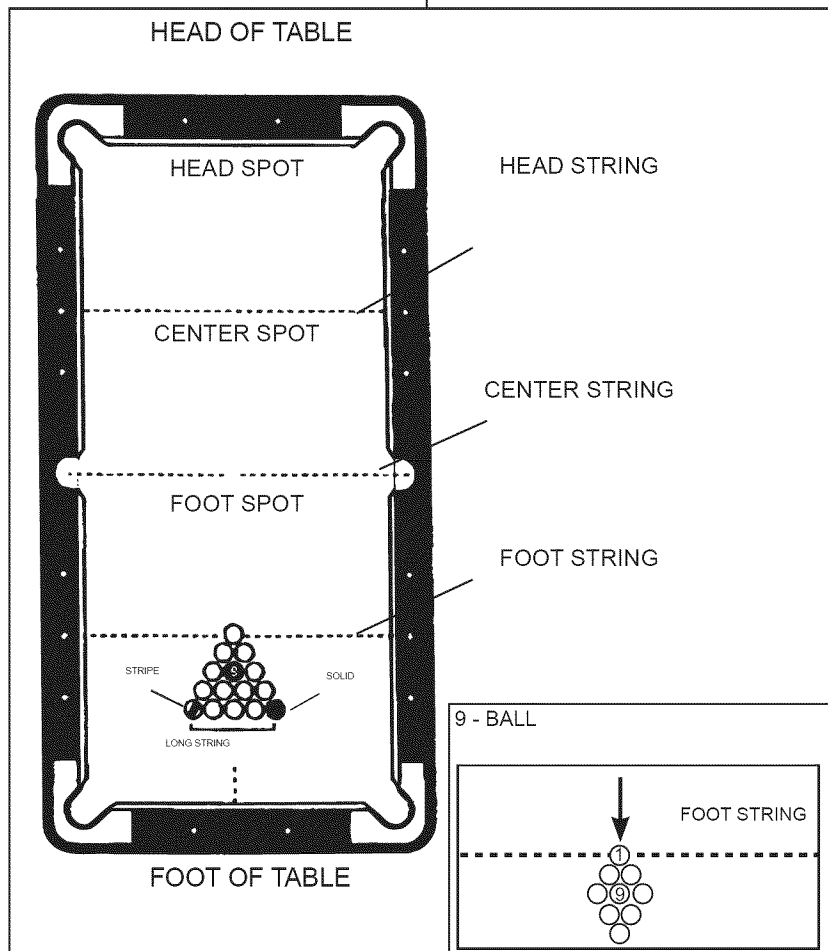
Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table. Balls pocketed on the foul are NOT re-spotted (except the 9 Ball). Any player that commits a foul three consecutive times on three successive shots without making a legal shot in between loses the game.

**TABLE TENNIS:**

**DEFINITIONS:**

- A "rally" is the period during which the ball is in play.
- A ball is "In Play" once the ball is intentionally projected in service.
- A "let" is a rally, the result of which is not scored.
- A "point" is a rally, the result of which is scored.
- A "racket hand" is the hand which holds the racket.
- To "strike" is to touch the ball with the racket while carried in the racket hand, or with the racket hand below the wrist.
- To "volley" is to strike the ball in play without it having first touched the playing surface on the player's side of the net since last being struck by the opponent.
- The "server" is the player required to strike the ball first in a rally.
- "Around the net" means under or around the projection of the net and its supports outside the table, but not between the end of the net and post.
- The part of the playing surface nearest the server and to his right of the center line is called the "server's right hand court" and to his left the "server's left hand court." The part of the playing surface on the other side of the net from the server and to his left of the center line is called the "receiver's right hand court."

**THE ORDER OF PLAY:** In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately make a good return.





In doubles, the server first makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

**A GOOD SERVICE:** Service begins with the ball resting on the palm of the free hand, which must be open and flat. The server then projects the ball upwards and strikes it before the ball touches anything. At the moment of impact of the racket on the ball, the ball must be behind the end line of the server's court or any imaginary extension thereof and above the level of the playing surface.

After striking it, the ball must first touch the server's own court and pass directly over the net or around the net assembly, then touching the receiver's court.

In doubles, the ball must first touch the server's right half-court or center line, pass over the net, and then touch the receiver's right half-court or center line.

If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point.

**A GOOD RETURN:** After the ball is served or returned in play, it is struck so that it passes directly over the net and its assembly and touches the opponent's court. A returned ball which touches the net or its supports on the way over to the other side, is considered a good return.

**BALL IS IN PLAY--UNTIL:** The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- a point is scored.
- it touches the same court twice consecutively.
- it has been volleyed.
- it touches a player, or anything he wears or carries, other than his racket or his racket hand below his wrist.
- it touches any object other than the net or its support (referred to above).
- it is struck by a player more than once consecutively.
- it touches, in a doubles service, the left half-court of the server or receiver.
- it is struck, in doubles, by a player out of sequence, except where there has been a genuine error in playing order.

A ball which strikes the top edge of the table is still in play. A ball that strikes the side of the table below the edge, is out of play, so the play and the point are counted against the last striker.

**A LET:** The rally is a let:

- if the ball is served, and in passing over or around the net it touches the net or its supports, provided the service is otherwise good or the ball is obstructed by the receiver or his partner.
- if a service is delivered when the receiver or his partner is not ready, except that a player may not be considered unready if he or his partner attempts to strike the ball.
- if owing to an accident outside his control, a player fails to make a good service or a good return or otherwise violates a rule.
- if it is interrupted for correction of an error in playing order.

**LOSS OF POINT:** Unless the rally is a let, a player loses a point:

- if he fails to make a good serve.
- if he fails to make a good return.
- if he volleys the ball.
- if he strikes the ball with the side of the racket blade which has an illegal surface.
- if he, or anything he wears or carries, moves the playing surface while the ball is in play.
- if he, or anything he wears or carries, touches the ball in play before it has passed over the end line or side line not yet having touched the playing surface on his side of the net since being struck by his opponent.
- if his free hand touches the playing surface while the ball is in play.
- if he, or anything he wears or carries, touches the net or its supports while the ball is in play.
- if, in doubles, he strikes the ball out of proper sequence.

**A GAME:** A game is won by the player/team first scoring 21 points unless both players/teams tie the score at 20 points. In this case, the player/team to first score 2 points more than the opposing player/team wins.

**A MATCH:** A match consists of the best of three games or the best of five games. Play is continuous throughout except that any player is entitled to claim an interval of not more than two minutes between successive games of a match.

**THE CHOICE OF ENDS AND SERVICE:** The choice of ends and the right to serve or receive first in a match shall be decided by a toss. The winner of the toss may:

- choose to serve or receive first, and then the loser has the choice of ends.
- choose an end, and then the loser has the choice to serve or receive first.
- require the loser to make first choice.

In doubles: The pair having the right to serve first in any game decides which partner will do so. In the first game of a match, the opposing pair then decides which partner will receive first. In subsequent games of a match, the serving pair chooses their first server and the first receiver then is established automatically to correspond to the first server.

**THE CHANGE OF ENDS:** The player or pair who started at one end in a game starts at the other end in the next game and so on, until the end of the match. In the last possible game of a match, the players or pairs shall change ends when the first player or pair reaches the score of 10.

**THE CHANGE OF SERVICE:**

In singles, after five points, the receiver becomes the server and so on, until the end of the game or the score 20-20. From the score of 20-20, each player delivers only one service in turn until the end of the game.

**In doubles:**

- the first five services are delivered by the selected partner of the pair who has the right to serve and are received by the appropriate partner of the opposing pair.
- the second five services are delivered by the receiver of the first five services and are received by the partner of the first server.
- the third five services are delivered by the partner of the first server and are received by the partner of the first receiver.
- the fourth five services are delivered by the partner of the first receiver and are received by the first server.
- the fifth five services are delivered and received as the first five, and so on until the end of the game, or the score 20-20.
- from the score 20-20 the sequence of serving and receiving are the same, but each player delivers only one service in turn until the end of the game.

The player or pair who served first in a game receives first in the next game and so on, until the end of the match. In the last possible game of a doubles match, the receiving pair changes the order of receiving when either pair first reaches the score of 10. In each game of a doubles match, the initial order of receiving is opposite to that in the immediately preceding game.

**SERVING OR RECEIVING OUT OF ORDER:**

If, by mistake, the players neglect to change ends when required, play is interrupted as soon as the error is discovered and the players change ends. If a game has been completed since the error, the error is ignored.

If, by mistake, a player serves or receives out of turn, play is interrupted and continues with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.

### **DARTBOARD MAINTENANCE:**

1. **NUMBER RING (SPIDER):** Make sure to rotate the number ring (or spider) regularly in order to even out areas of wear.
2. **TOE LINE:** Select a suitable location with about 2.5 m (8 feet) of open space. "Toe-line" should be 2.37 m (7 feet 9 1/4 inches) from the face of the board for throwing distance.

### **TIPS AND TECHNIQUES**

*TIP 1:* A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are using right hand, then turn the right side of your body facing the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are using left hand, then do it vice versa.

*TIP 2:* The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.

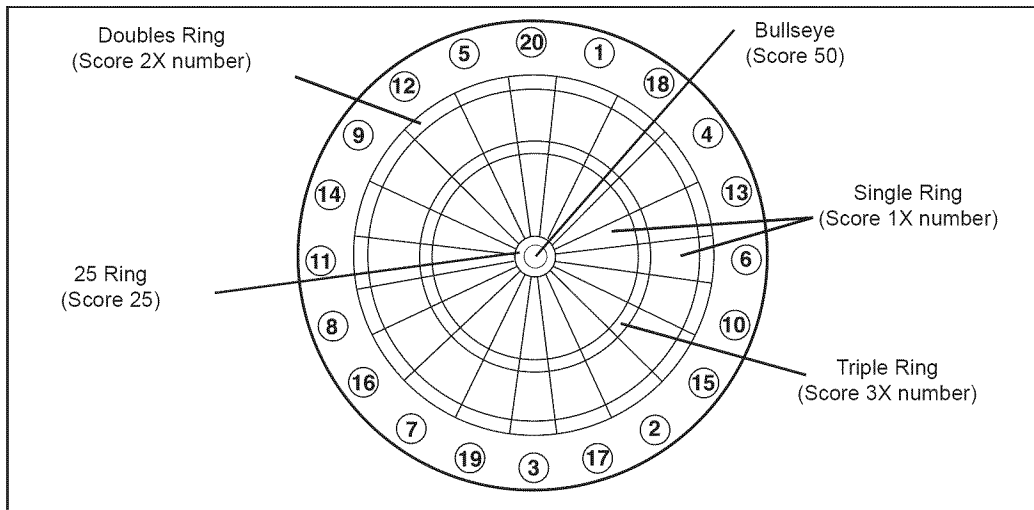
*TIP 3:* When removing dart from the board, apply a little twist to the right while pulling the dart out will make it easier.

*TIP 4:* Practice, Practice, Practice! Practice makes you a better dart player.

### **GAME INSTRUCTIONS**

**301:** In this game, each player starts the game with 301 points. At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins the game.

- a. To start, the player must hit a number in the double's ring or a double Bull's Eye. No scoring will begin until this condition is met. Sometimes this rule is waived so that all darts thrown count from the beginning. This procedure is called "straight start".
- b. To win, the player must hit a number in the double's ring or a double Bull's Eye that reduces the score to exactly zero. If a greater score is thrown than what is required to reduce the remaining score to exactly zero, then the whole throw of all three darts does not count and the score reverts back to the previous score.
- c. Each game is called a "leg". Three (3) legs make a match and the ultimate winner is the player who first wins two (2) legs.
- d. The score of 301 is used mainly for games between two individuals. For team play, the opening score should be increased to 501 or 1001 depending on team size.



**ROUND THE CLOCK:** In this game, the player tries to hit the numbers from 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits 20 first is the winner. Doubles and triples are treated the same as a single, being counted as one hit.

**ALL FIVES:** The total score for each throw of 3 darts must be divisible by 5, each multiple of 5 scores 1 point. Each dart in a throw must score. To go out, all 3 darts must be used and score a total which when divided by 5 and added to the previous score exactly makes 51. The player that reaches 51 points first, wins. A score which would give a final score of more than 51 counts as a no-score for that turn and the previous total stands.

**CRICKET:** The game is played with the numbers 15 through 20 and the Bull's Eye. Each player must mark a number three times to CLOSE it. A hit of a single number counts as one mark; a double counts as two marks and a triple counts as three marks. After a number is closed, additional "markings" are converted into scores that is equal to the number for the player(s) that have closed that number. However, when a number is closed by all players (ALL CLOSED), that number is then no longer available for accumulating scores. The winner is the one closes all the numbers first and has the highest score. If scores are even, the player who closes all numbers first wins.

At any point during the game, each player can make effort to increase the score or attempt blocking other players from scoring. The strategy can be very different if you choose to play the game with the restriction of closing each number in a specific order.

# SPORTCRAFT

## LIMITED WARRANTY

### Limited Warranty

Sportcraft, Ltd. (the "Company") warrants the Product to be free from defects in workmanship and materials under normal use and conditions FOR A PERIOD OF 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE in the United States and Canada.

### Product Registration Card

The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

### What Is Covered

Except as provided below, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product)
- Used in commercial applications or rentals
- Modified or repaired by anyone not authorized by the Company.

### What Is Not Covered

This Limited Warranty does not cover expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts, tools and other items that wear out due to normal usage.

### What The Company Will Pay For

If during the Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

### How To Obtain Warranty Service

In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the Product.
- You must include THE ORIGINAL COPY OF YOUR SALES RECEIPT.
- You must call the Company's Consumer Service Department at 1-800-526-0244 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem and to obtain instructions for how to obtain servicing. At the Company's option, the Product may be serviced at your location or at a location designated by the Company.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.
- The Company will pay for any shipping charges to return the repaired or replaced Product to you.

**THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.**

**THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.**

**THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.**

**SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.**

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

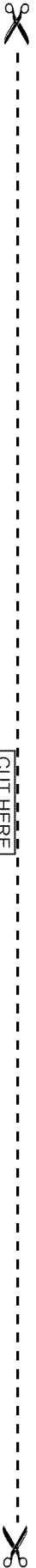
If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

Consumer Service Department  
313 Waterloo Valley Rd.  
Budd Lake, NJ 07828  
1-800-526-0244  
www.sportcraft.com

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**\*\*NOTE: Please save your original proof of purchase as it is needed should you require warranty service.**





**PARTS RE-ORDER FORM**

**# 1-1-32-931 PL - BILLIARD / DARTBOARD**

NAME: \_\_\_\_\_ DATE: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_ PHONE: \_\_\_\_\_  
 CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP CODE: \_\_\_\_\_

REF	QUANTITY ORDERED	PART #	DESCRIPTION	UNIT PRICE	TOTAL AMOUNT
<b>Dartboard Cabinet Parts</b>					
17		9-3-32-931PL26	Cue Rack Header Board	\$8.00 ea	
18		9-3-32-931PL27	Cue Rack Top Board	\$10.00 ea	
19		9-3-32-931PL28	Cue Rack Upper Shelf	\$8.00 ea	
20		9-3-32-931PL29	Cue Rack Middle Shelf	\$8.00 ea	
21		9-3-32-931PL30	Cue Rack Bottom Shelf	\$8.00 ea	
22		9-3-32-931PL31	Bottom Board	\$7.00 ea	
23		9-3-32-931PL32	Front Board	\$8.00 ea	
24		9-3-32-931PL33	Left Board	\$7.00 ea	
25		9-3-32-931PL34	Right Board	\$7.00 ea	
26		9-3-32-931PL35	Left Door	\$12.00 ea	
27		9-3-32-931PL36	Right Door	\$12.00 ea	
28		9-3-32-931PL37	Back Board	\$8.00 ea	
29		9-3-32-931PL38	Upper Cue Rack	\$4.00 ea	
30		9-3-32-931PL39	Lower Cue Rack	\$4.00 ea	
34		9-3-32-834PL06	3.5 x 33 mm Flat Head Screw	\$0.75 ea	
35		9-3-32-931PL44	3.5 x 18 mm Flat Head Screw	\$0.75 ea	
36		9-3-32-931PL45	Dart Holder	\$4.00 ea	
37		9-3-32-931PL46	3.5 x 14 mm Flat Head Screw	\$0.75 ea	
38		9-3-36-832PL14	3.5 x 33 mm Washer Head Screw	\$0.75 ea	
39		9-3-32-931PL48	Screw Anchor	\$0.75 ea	
40		9-3-32-931PL49	Bristle Dartboard	\$15.00 ea	
42		9-3-32-931PL51	Red Shaft (Set of 3)	\$6.00 ea	
43		9-3-32-931PL52	Black Shaft (Set of 3)	\$6.00 ea	
44		9-3-32-931PL53	Eva Foam	\$2.00 ea	
45		9-3-32-931PL54	USA Flag	\$3.00 ea	
46		9-3-32-931PL55	UK Flag	\$3.00 ea	
47		9-3-32-931PL56	Locking Pin	\$1.00 ea	
48		9-3-32-934PL01	Wood Dowel	\$0.75 ea	
<b>Accessories/Pre-installed Parts (Available For Purchase)</b>					
A15		9-3-32-931PL25	Name Plate (pre-installed)	\$3.00 ea	
A16		9-3-32-931PL60	Eraser	\$2.00 ea	
A17		9-3-32-931PL64	Locking Screw (pre-installed)	\$0.75 ea	
A18		9-3-32-931PL65	Bracket (pre-installed)	\$2.00 ea	
A20		9-3-32-931PL67	Chalk	\$2.00 ea	
<b>Shipping and Handling Charges* (in US \$)</b>					
Shipment Value	\$0-20	\$21-40	\$41-60	\$61 and over	
Charge	\$7.00	\$9.00	\$11.00	\$15.00	
* = Prices valid for Continental US and Canada only, all other please call for quote.					
<b>Method of Payment:</b>				Subtotal:	
Visa <input type="checkbox"/> Mastercard <input type="checkbox"/> American Express <input type="checkbox"/>				(Residents Add State Sales Tax)	
Card #: _____				NJ (7%) and IL (6.25%) and CA (7.75%):	
Exp. Date: _____				Shipping and Handling Charges:	
				<b>TOTAL:</b>	

Name (as printed on card): \_\_\_\_\_ Signature: \_\_\_\_\_





