

**RED'S NOVELTY LTD. DART LEAGUE
CAPTAIN'S GUIDE 2018-2019**

LEAGUE HOTLINE - (414) 321-3345

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MAKE PLANS TO ATTEND THESE "SANCTIONED" TOURNAMENTS:

BULLSHOOTER WISCONSIN REGIONAL

SEPTEMBER 14-16, 2018

FOUR POINTS BY SHERATON - 5311 S. HOWELL AVE

REDS NOVELTY CITY DART TOURNAMENT

MARCH 1-2-3, 2019

FOUR POINTS BY SHERATON - 5311 S. HOWELL AVE

NDA NATIONAL TOURNAMENT

APRIL 11 - 17, 2019

WESTGATE LAS VEGAS RESORT & CASINO

WAMO STATE TOURNAMENT

MAY 15-19, 2019

LA CROSSE CENTER, LA CROSSE

FOR ADDITIONAL LOCAL TOURNAMENTS, SEE THE BACK PAGES OF THIS CAPTAINS GUIDE. LIKE REDS NOVELTY ON FACEBOOK FOR THE MOST UP TO DATE TOURNAMENT INFORMATION!

NEW THIS YEAR OR FREQUENTLY ASKED

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INTRODUCTION

The captain's guide has been compiled to help make your league run as smoothly as possible. It contains the information ranging from objectives, award lists and tournament information. Knowledge of its contents is mandatory for all players. Most of the time problems and disputes arise as a result of a lack of an understanding of league by-laws and policies. A complete knowledge and understanding of rules, policies and procedures will allow everyone to have fun without worrying about the technicalities. Common sense and good sportsmanship are to be used to cover any questions that may arise and are not covered explicitly in these rules. If an issue requires further advice – W.A.M.O. and/or N.D.A. will be contacted and their decision will stand.

HOW ARE LEVELS & PLAYER CAPS DETERMINED!

Teams are placed in divisions based on previous averages & league performance. Only players that participated in the Reds Novelty League System the previous 3 years are listed on the web site, however, I will use stats from multiple sources to place players and/or teams in the proper division.

Player Caps will be determined by using the Team Total of the highest team in each level from the Original Rosters at the time of sign up divided by 4. Teams can list up to 8 players, however, you will be classed based on the best 4. All players listed on the Original Roster form will be considered REGULAR players. Any player added after 9/01/2018 will be considered a SUBSTITUTE. The average of all players added either into the dartboard or through the office be checked. If they are over the league cap, they will be considered ILLEGAL.

ILLEGAL PLAYER RULE

At the end of the match – all I receive is a cumulative report with player's total stats for that night. It is IMPOSSIBLE to tell which players played in each game. Therefore – the **penalty** for an **ILLEGAL PLAYER is the loss of 9 games**. If your team won less than 9 games – you will lose **all** games you won. **The ILLEGAL players' games will not count as games played!!!**

GALAXY PAPERLESS SYSTEM

League schedules and standings are right in the dartboard! Once you are in the league mode – you cannot back out of it! Use the UP and DOWN arrows to work your way around the screen. The RED BUTTON is the SELECT or ENTER button.

From the MAIN MENU – select LEAGUE MENU - select PLAY LEAGUE - select your league. The HOME TEAM chooses their lineup first. You can change your order or add an additional player at this time using the ARROWS and RED buttons.

If you need to add a new player – choose NEW SUBSTITUTE. A dartboard with the alphabet will appear on the screen. Enter the new players name. Using the UP ARROW after the name is in, you can modify the new players average. **New players can also be added through the league office up until 3:00pm the day of league play. Adding players thru the office will allow League Leader to pull your average from the history file. This will be an average of all leagues played in during the last 3 years and will most likely be lower than the average listed in the Captains Guide. This will also make set up at the board much easier.**

After your line up is set – use the DOWN ARROW to choose VISITING TEAM. The machine will then require the HOME TEAM'S dues and quarter fees to be put in. **DO NOT INSERT MONEY FOR DUES UNTIL PROMPTED TO BY MACHINE!!!** If you are using credits off the machine, you must use the UP arrow.

Now the VISITING TEAM will choose their team and set their lineup. Same instructions.

Select START MATCH. The score sheet is programmed into the dartboard. The score sheets are on our web site so you can see the shooting order to help you select the shooting order for league play. **TEAMS MAY REVISE THEIR LINE-UP BEFORE THE 501 GAME!**

The four players that start a match must play the entire match. If a player must leave early, their score for the remaining '01 games is 301. For cricket, their rounds will be passed. Nobody else can fill in for that player.

CHECKS WILL BE ACCEPTED FOR PAYMENT OF TOURNAMENT ENTRY FEES.

CHECKS SHOULD BE MADE PAYABLE TO: RED'S NOVELTY LTD.

ANY CHECKS RETURNED FOR NON-SUFFICIENT FUNDS WILL BE CHARGED A \$35.00 FINE!!!

LEAGUE FEES

1. League dues are \$5.00 per person per night, plus the game fee. League dues are paid directly into the dartboard before the start of the league match. (CASH ONLY!) If a regular player is missing, it is the responsibility of the team captain to make sure the dues are paid in full each week. (League dues will be used for prize money, banquet and trophies.)
2. **WAMO State** sanction fee is \$12.00 per team. This fee will be deducted from team prize money at the end of the season.
3. **NDA National** sanction fee is \$8.00 per player. This fee will be deducted from team prize money at the end of the season. Players will receive a National sanction card, player pin and quarterly magazine. Once sanctioned, you may play on as many nights as you wish, but you do NOT have to pay a fee for each league. *Substitutes playing less than 3 weeks do not have to pay the NDA sanction fee of \$8.00.*

ROSTERS

1. **The roster limit is 8 players.** Once a team has a full roster, no additional players can be added without dropping someone. **Dropping players must be done in writing** - thru email. If written notice is not received, the new player will be considered illegal. The result will be loss of up to 9 games.
2. Once a player has legally played a match for a team, they cannot switch teams within that league.
3. Teams may add new players at any time up to the roster deadline. The roster deadline is on your schedule. Complete rosters will be posted to our web site after the roster deadline. If a player is not listed they are not eligible to play after the roster deadline. It is recommended that teams have at least two substitutes available at all times!!!
4. New players will be permitted to play after the roster deadline only under extremely extenuating circumstances such as sudden illness or accident. (Player(s) unable to play will be DROPPED and new players can only bring the roster up to SIX players.) For a team to add new players after the roster deadline they must have written permission from the league secretary **before** the new player can play. The new players average must be equal to or lower than the person they are replacing.
5. All league players must be at least 21 years of age to participate in the various licensed establishments. It is the captain's responsibility to make sure all players are of age. Any team caught with minors on it will be dropped from the league with all prize money forfeited.

6. Intentionally playing under another player's name is illegal. If you believe a player is playing under another player's name – it is up to you to do the ID check at that time. (We cannot verify players after the match has been completed) If a player is questioned and does not have an ID or refuses to show ID – they will be considered **illegal**.

7. **PLAYER ID – ALL players are required to have one form of picture ID on their person at all times.**

8. Under no circumstances will new players be accepted the last 3 weeks of league play.

STARTING TIME AND FORFEITS

1. League starting time is 7:30 PM. (Sunday start time is 6:00pm.) (*Regular time, not bar time*)

2. If a partial team is there, begin play with the players present. A team must have at least two players to start. Pass the rounds of the absent player(s).

3. If an entire team is not there at the start time – there is a 15-minute grace period. After the 15 minutes you can consider it a FORFEIT! The team that is there enters their name as the HOME team, puts in the dues and then enters their name as the VISITING team. The dartboard will ask, "Is this a forfeit?" Enter YES. Your team will be credited with ALL WINS. **If the match is not put into the machine as a forfeit, it will be considered postponed and you will be required to make up the match.** You do not have to play out the match. You do have to wait the 15 minutes. If you wait longer and START the match upon the other teams arrival – it CANNOT be protested because it started late. A BYE is not a forfeit.

4. If a player arrives late, his score will remain 301 for the games missed or on CRICKET his rounds will be passed. That player is allowed to join in on any of the remaining games.

5. A forfeit will cost the forfeiting team a \$25.00 fine and ALL the points for that match. The forfeiting team must also pay the league dues for that match. (The forfeit fine will go into the City Tournament fund.)

6. If a team forfeits 3 times, they will be dropped from the league with all prize money forfeited. (Forfeited prize money will go into the City Tournament fund.)

7. Teams forfeiting during the last seven weeks of league play will pay a \$50.00 forfeit fine. (The forfeit fine will go into the City Tournament fund.)

8. If a team drops before the end of a round of play, all matches played against that team in that round will be deleted and considered a BYE.

SCHEDULING & POSTPONEMENTS

1. **Every effort should be made to avoid forfeits and postponements!!!** If a team requests a postponement and the opposing team agrees – they must settle on a date and a time at this point. They must then notify the league secretary and their tavern owner. (League secretary must be notified of any changes so the computer can be set to call the dartboard) If BOTH teams do not agree to reschedule – the match must be played as originally scheduled. The only circumstance under which an opposing team must grant a postponement is when a team is playing in a sanctioned dart tournament.
2. Postponed matches should be played **within TWO WEEKS** of the originally scheduled match unless another date is approved by the league secretary. The match must take place at the bar it was originally scheduled at. If a match is played anywhere other than where originally scheduled, the sponsor may charge a \$50.00 fine. If the match is not made up, **it will be posted as a forfeit for both teams.**
3. Games not played for any reason will be scored as 0 wins for both teams. League dues must still be paid for in league dues by both teams involved. Also, the same rule applies for forfeited matches—both teams must pay league dues.
4. In leagues comprised of an odd number of teams (leagues with byes) teams may be added up through the third week of play. Teams taking over these vacant spots are responsible for paying all league dues for missed matches. They must make-up the unplayed matches. It is the new teams responsibility to contact the other captain(s) and reschedule those matches. These matches must be made up on or before the 2nd time they play each other.
5. Leagues will NOT be cancelled for any reason. If the weather is a factor – see SCHEDULING #1.

HANDICAPPING - Spot Points/Spot Marks. ALL GAMES ARE OPEN IN/OPEN OUT

Spot Points is a percentage based handicap method using a player's PPD average. In each match players are compared to the highest PPD in that game to determine the starting scores. The Arachnid League System calculates this automatically. The lowest averaged player will always start at 301/501. The higher players will start higher. The Arachnid system will pull a player's average from the history file if they are on your roster and in the board prior to the first time they shoot. **When you are adding a player to your team in match set-up, you will have to enter their correct PPD & MPR from our web site manually. When you add a new player that is not listed in this guide they will come in at the league's default (this will be on the schedule) If they do not adjust the handicap and leave it at 0.00, the Arachnid League System will automatically make the new player equal to the highest averaged player in each game.** After the first week, their current average will be used for handicapping.

New players can also be added through the league office up until 3:00pm the day of league play. **Adding players thru the office will allow League Leader to pull your average from the**

history file. This will be an average of all leagues played in during the last 3 years and will most likely be lower than the average listed in the Captains Guide. This will also make set up at the board much easier.

Spot Marks is used for Cricket games. It uses the average MPR of each player in the game. Multiple players on the same number will be averaged together to determine the "Team" MPR. The dartboard will then determine who "deserves" the extra marks and will place them accordingly. The higher team will not have any marks to start the game.

Levels 2 and lower each league will have a PLAYER CAP for adding players to your roster. This cap was determined based on the Team Total of the highest team in that level from the Original Rosters divided by 4. All players added will be checked. Once approved they will be added to your roster. Players are expected to improve as the season progresses.

LEAGUE STANDINGS

1. League standings will be based on a won/lost percentage.
2. League standings will be posted to the dartboard and to our website. All information regarding additions, deletions, changes or captains meetings will be in the notes section of the standings. Make sure you check your standings weekly.
3. In the event two teams tie for first, second or third place the head to head scoring will determine the winner. If still tie – the two teams will split. (Example: 2 teams tie for 1st – still tie after checking all head to head matched – 1st and 2nd Place Bonus money will be added together and divided by 2)

PROTEST PROCEDURES

1. Protest must be in writing and presented to the secretary (Red's Novelty Ltd.) within forty-eight hours of the match. Protest shall include a \$10.00 deposit. Protester loses \$10.00 deposit if he loses the protest. (The \$10.00 is placed in the City Tournament fund.) If the protest is won, the \$10.00 is placed back into that team's prize money.
2. Protests should be presented to the league secretary, who will render a decision in writing.
3. The Secretary's decision may be vetoed by a two-thirds majority vote of the team captains. The veto must be submitted to the league secretary within seven days of the decision with the signatures of two-thirds of the league captains.

PRIZE MONEY, AWARDS & BANQUET

1. Prize money will be awarded based on wins and losses. There will be prize money for ALL teams.
2. Bonuses for 4 player teams are:

1 ST Place	\$150.00
2 ND Place	\$100.00
3 RD Place	\$50.00
3. There will be a Sponsor Plaque for the 1st, 2nd & 3rd place teams.
4. There will be 4 individual trophies for the 1st, 2nd & 3rd place teams. If your team needs additional trophies OR if there are any spelling errors, notify Reds Novelty before final standings are processed. If your team indicated you do not want trophies on original roster – you will be given the cash equivalent.
5. There will be a plaque for the top 3 Highest Average (X01) in each league. Players must have played 180 games to be eligible.
6. The Dart League Banquet information will be on your standings when it becomes available.

LOCATIONS, SPONSORS & PROHIBITED PLAYERS

1. All games must be played on equipment owned and operated by RED'S NOVELTY LTD. In the event that a location changes machine operators during the course of the league season, that team will either have to change locations for the remainder of the season or drop from the league, thus forfeiting all prize money. The new sponsor must have a Red's Novelty Ltd. Dart machine.
2. If a sponsor closes the tavern, the team will have to switch locations. The new sponsor must have a Red's Novelty Ltd. Dart machine.
3. Teams may switch taverns during the league season. The team must reimburse the sponsor fee the original sponsor paid, as the fee must remain in the league kitty. The team must also reimburse the original sponsor for any other items they paid for (Sanction Fees, team shirts, etc.) The new sponsor must have a Red's Novelty Ltd. Dart machine.
4. Teams with a player(s) not allowed in opposing team's location must have substitutes available to take the place of the prohibited player(s).

5. It is recommended that differences between “barred” players and sponsors be reconciled to that they could at least play the match and leave immediately. (These circumstances are between tavern owners and patrons, therefore, Red's Novelty cannot get involved and protests cannot be filed.)
6. Team drinks are a courtesy offered by some locations. Each location has total authority on their policy for team drinks. Team drinks are not to be expected or demanded!
7. The location must have a phone line for the dartboards to call out. If the location's phone is disconnected and Red's Novelty has to send a serviceman out to port-o-flash the dart board, the location will be charged \$25.00 for each service call.

OFFICIAL RULES OF LEAGUE PLAY

THE GAME OF 01

The object of the game is to count down from X01 points to exactly zero, using as few darts as possible. As soon as any player gets exactly zero, the game is over. The team with the lowest combined score wins. **YOU CAN GO OUT ON A TIE!!!** Machines are set for 20 rounds. If the machine shuts off before the game is completed, the machine will determine the winner to be the team with the lowest combined score.

THE GAME OF CRICKET

The object of the game is to close the numbers 20, 19, 18, 17, 16, 15 & BULL in any order, before your opponent(s). The team that closes all numbers (including the BULL) first, and has a greater or equal point score wins. Machines are set for 35 rounds. If the machine shuts off before the game is completed, the machine will determine the winner to be the team with the highest point total.

Closing a number – a number is closed by scoring a total of three marks on that number. The machine will score your marks for each number on the display. A triple is 3 marks, a double is 2 marks, and a single is 1 mark. Three marks closes a number (combinations of singles, doubles or triples can be used.)

Scoring points – if you score more than three marks on a number before your opponent(s) close that number, you score points for the “extra” marks. Your point score will be displayed under the appropriate player number on the screen. Points will not be scored if you do not have the number closed or if your opponent(s) have the number closed.

GENERAL RULES (APPLY TO X01 & CRICKET)

1. Each player gets three throws per turn. You may pass any or all of your darts. A dart passed does not count as a dart thrown.
2. If a dart misses the board or doesn't stick, it counts as a dart thrown. A dart thrown that sticks, but does not score may not be manually scored. The only exception will be on a

“last dart” or “winning dart”. (EXAMPLE) a player needs a 39 to go out. He shoots and the dart sticks in the triple 13, but the machine fails to score or scores incorrectly. If the dart sticks, the machine was displaying the “throw darts” message, and all other rules were followed, the player/team shall be credited with a win in that game. This rule will apply only on a single dart, not for a combination of darts.

3. Darts on board cannot be touched until turn is over and player has touched “player change” button.

4. Darts must not be thrown until “throw darts” lights up on machine. Any dart thrown early may not be thrown over.

THE GALAXY DART BOARDS HAVE A “**BACK UP**” FEATURE THAT ALLOWS YOU TO USE THE UP ARROW AND ERASE UP TO 8 DARTS THROWN OUT OF TURN. Push the up arrow and it will erase each dart that scored and add back the number to the proper score.

5. It is each player’s responsibility to see that the machine is displaying that player’s name prior to throwing any darts. If a player throws when the machine is displaying the name of that player’s partner or opponent – you may use the BACK UP FEATURE.

6. If a player does not pull his darts in time and scores on the next shooters score, you can use the BACK UP FEATURE.

7. If a player reaches zero while shooting on his partners score, that team loses that game. When the teams are required to Master or Double out and a player reaches “1” while shooting on their opponents number, that team loses the game.

8. The dart machine is always right! If the machine isn’t operating correctly, call a repairman. There will be a 1-hour time period to get the machine fixed. If the machine cannot be fixed in the 1-hour time, and there is another machine available on site, complete the match using score sheets. If there is no other machine available and the board cannot be fixed in the 1-hour time the match should be temporarily postponed. Captains should agree on a date and time to finish the match. They must then notify league secretary. Postponed matches must be played within two weeks of the originally scheduled match.

9. Players may use their own darts if they meet the following specifications.

a) They must be plastic tip darts. Tips may not be broken or cut off.

b) Flights may be any length so long as dart does not exceed 8” in total length.

c) Flights must not exceed $\frac{3}{4}$ ” from shaft to flight edge and you may not have more than (4) wings.

d) They must not exceed 20 grams each in weight.

e) No player may use rosin or a foreign substance!

10. All games shall have foul lines positioned eight feet from the bottom of the game directly below the bull’s-eye. Another way to measure the throw line is to measure from the center of the bull’s-eye diagonally to the throw line, 9 feet 9 $\frac{1}{2}$ inches. If a question arises on the distance the machine is from the throw line, captains must measure the distance and

move the machine if necessary. **The game(s) already played stand as played.** The remaining games will be played at the new distance.

11. When throwing, a darter must stand with both feet no closer than the front edge of the throw line. It is legal to lean over but not to step across the throw line. If a darter places any portion of his foot (or shoe) over the line, the opposing team can call a foul. The first time will be considered a warning with no penalty. The second time that darter will forfeit his next three darts. Any additional fouls will be forfeit of that game.

MATCH RULES OF CONDUCT

1. Distracting other players is not allowed. Common sense and good sportsmanship shall be used during play regarding any questions that might arise. The captains (or acting captains) shall attempt to settle any disputes that may arise. Disputes that cannot be settled must be protested.

2. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of the game, the match or expulsion from the league and forfeiture of all league dues paid.

3. All matches should be finished within a reasonable amount of time (approximately 2 ½ hours). If a team or player is delaying the game excessively the opposing team should give that team or a player a verbal warning. For the first offense there is no penalty. If the team or player still continues to delay – the second offense will be forfeit of that game. A third offense for unnecessarily delaying the game will be forfeiture of that entire match.

4. When a player gets up to the throw line, they must throw all darts they intend to throw before leaving the throw line. (EXAMPLE: you cannot throw one dart and go get a beer and then come back and throw your other dart(s).

5. No crowding the shooter at the line. Give the shooter some room – for safety and common courtesy.

6. Flagrant violations must be documented and submitted to the league secretary who after review will take appropriate action.

7. Penalties for documented and verified unsportsman like conduct incidents:

First incident -	Written reprimand
Second incident -	Two match suspension
Third incident -	Suspension for one full league season

LOCAL TOURAMENTS

Mark your calendars now! Check out our web site for additional information and additional tournaments!!!

BULLSHOOTER SALOON LUCK OF THE DRAW

Every Friday night starting October 5th - 7:00pm - \$10.00 Entry fee - Trips pot \$100.00
Guaranteed - Finals will be Friday, May 3rd, 2019

BUZZARDS NEST SATURDAY TOURNAMENTS

Every Saturday night September 1st - 7:00PM Sign Up - 8:00PM Shoot - 250% Payback
(50% to Finals) - Chicago Style - Mystery Out - Trips Pot - \$7500.00 Guaranteed Finals on
Saturday, May 11

BULLSHOOTER REGIONAL - FOUR POINTS BY SHERATON - MILWAUKEE - SEPTEMBER 14-16

BUZZARDS NEST "THE NEST FOR BREASTS" LADIES DART TOURNAMENT - OCTOBER 13TH

Chicago Style Doubles - \$20.00 entry fee - 200% Payback - 5:00pm sign up - 6:00pm start
10% of all sales and 100% of entry fees will be donated to Breast Cancer
There will also be 50/50 raffles

CLUB PARAGON FALL TOURNAMENT - SATURDAY, OCTOBER 20TH

Chicago Style Doubles - \$20.00/team - 10:00am sign up - 11:00am start

BUZZARDS NEST - MIXED TRIPLES TOURNAMENT - SATURDAY, NOVEMBER 17TH

7:00PM Sign up - 8:00PM Start

BUZZARDS NEST - HI/LOW BY AGE - SATURDAY, JANUARY 19TH

6:00PM Sign - 7:00PM Start

CLUB PARAGON MID WINTER DART TOURNAMENT - JANUARY 26-27, 2019

4 Player Team - Saturday - 10:00 Registration - 11:00 Start - \$40.00/team entry fee
Chicago Style Doubles - Sunday - 10:00 Registration - 11:00 - \$20.00/team entry fee
\$\$\$ Added to every event!!!

HEARTS & DARTS - BUZZARDS NEST - SATURDAY, FEBRUARY 9, 2019

Mixed Couples Cricket - 5:00pm sign up - 6:00pm start
\$20.00/team entry fee - \$200.00 added

CITY DART TOURNAMENT - FOUR POINTS BY SHERATON - MARCH 1 - 3, 2019

Players must have a minimum of 60 games played by February 1st to qualify.
Two leagues can be combined.

NDA NATIONAL DART TOURNAMENT - WESTGATE LAS VEGAS - APRIL 11 - 17, 2019

Players must have a minimum of 96 games played by entry deadline to qualify. Multiple league nights can be added together to get the 96 games, however – you must have 24 games of '01 to enter an '01 event and you must have 24 games of Cricket to enter a Cricket event. The 24 games must be on one team.

Visit www.ndadarts.com for additional information.

WAMO STATE DART TOURNAMENT

LA CROSSE CENTER, LA CROSSE, WI - MAY 15 – 19, 2019

Players must have a minimum of 60 games played on one team by March 22nd to qualify. You can combine 301 & Cricket to meet the 60 game requirements!!! Visit www.wamo.net for additional information.

33RD ANNIVERSARY BULLSHOOTER WORLD TOURNAMENT - MAY 23-27, 2019

Hyatt Regency O'Hare, Chicago IL

8TH ANNUAL TOURNAMENT OF CHAMPIONS - OCTOBER 5-9, 2019

Lord Calvert Canadian Whisky
KCI-Expo Center, Kansas City, MO

The above information was accurate at time of printing – see official entry forms in case of any changes!!! Tournament Entry forms will be available on our web site in January!