

# RED'S NOVELTY LTD. DART LEAGUE - CAPTAIN'S GUIDE SPRING 2021

LEAGUE HOTLINE: (414) 321-3345

WEB SITE - [www.redsnovelty.com](http://www.redsnovelty.com)

EMAIL - [leagues@redsnovelty.com](mailto:leagues@redsnovelty.com)

## LEAGUE REGULATIONS

2	LEAGUE FEES
3	ROSTERS
3	STARTING TIMES AND FORFEITS
4	SCHEDULING & POSTPONEMENTS
4	HANDICAPPING
5	LEAGUE STANDINGS
5	PROTEST PROCEDURES
5	PRIZE MONEY & BONUSES
6	LOCATIONS, SPONSORS & PROHIBITED PLAYERS

## OFFICIAL RULES OF LEAGUE PLAY

6	THE GAME OF 301
6	THE GAME OF CRICKET
7	GENERAL RULES (APPLY TO 301 & CRICKET)
8	MATCH RULES OF CONDUCT

## 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.

## **GALAXY II 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 on the dartboard – select LEAGUE PLAY.

From the LEAGUE PLAY MENU – choose your league.

The HOME TEAM chooses their lineup first. You can modify players and order using the ARROW and RED buttons.

If you need to add a new player – choose NEW SUBSTITUTE. Then a dartboard with the alphabet will appear on the screen. Enter the new players name. New players can also be added through the league office up until 3:00pm the day of league play.

After your line up is set – use the DOWN ARROW to choose VISITING TEAM. The machine will then require the HOME TEAM'S dues to be put in. **DO NOT INSERT MONEY FOR DUES UNTIL PROMPTED TO BY MACHINE!!!**

Now the VISITING TEAM will choose their team and set their line up. Follow above instructions. Then insert their league dues. **DO NOT INSERT MONEY FOR DUES UNTIL PROMPTED TO BY MACHINE!!!**

Select START MATCH. The score sheet is programmed into the dartboard.

The 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.

In the event a team wins/loses a game by default – you must call this change in to Red's Novelty at time of occurrence OR by NOON the day following league play.

### **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.

### **LEAGUE FEES**

1. League dues are \$6.00 per person per night. 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.)

2. There is NO sanction fee for the SPRING/SUMMER leagues.

## ROSTERS

1. There is a maximum of 8 players on the roster at one time. Once a team has 8 players, no new players can be added without dropping someone. To drop a player – you must call the league office to have the player change approved. If the office is not notified or the player change is not approved, the new player will be considered illegal.
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 until the roster deadline. The deadline is set just before the last 3 weeks. Under no circumstances will new players be accepted during the last 3 weeks of league play..
4. 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.
5. Intentionally playing under another player's name is illegal. If you believe a player is playing under another players 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**.
6. **PLAYER ID – ALL players are required to have one form of picture ID on their person at all times.**

## STARTING TIME AND FORFEITS

1. League starting time is 7:30 PM. (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 7:30 – there is a 15 minute grace period. At 7:45 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. 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 FIVE 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. 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 must 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, without sponsors permission, the match will be deleted and have to be re-played. (No refunds!) If the match is not made up, **it will be posted as a forfeit for both teams.**

3. Games not played for any reason must still be paid for in league dues by both teams involved.

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 2<sup>nd</sup> time they play each other.

5. Leagues will NOT be cancelled for any reason. Weather is a factor – see SCHEDULING #1.

## **HANDICAPPING FOR ALL GAMES**

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 first night a player plays on your team, they are to use their PPD/MPR from our web site. When adding a new player in match set-up, you will have to enter their correct PPD/MPR manually. (Hit the UP arrow and enter the PPD & MPR from the web site. You can also add players by calling the league office by 3:00pm the day before league play.

When you add a new player that is not listed on our web site, Women will come in at 18.00/1.8 and Men will come in at 22.00/2.0. This must be manually adjusted at the board. The default is set for the 22.00 and 2.0. Women can adjust it down. If they do not adjust their average, it cannot be challenged later.

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.

## 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 1<sup>st</sup> – still tie after checking all head to head matches – 1<sup>st</sup> and 2<sup>nd</sup> Place Bonus money will be added and divided by 2)

If teams tie for any other position, there will not be a play-off.

## 2 PLAYER REMOTE LEAGUES

Please be courteous of the start time. Contact the opposing team prior to start time to verify that all players are onsite BEFORE putting your team fees in to the dart board. When you're at the board, select "PLAY REMOTE LEAGUE" in the league screen, then select the teams.

If you play a team at the same location within this league, you should play each other on one board by using the regular "PLAY LEAGUE" MODE.

SHOT CLOCK - It is common courtesy to be ready to throw when it's your turn. Once a players turn is ready, they will have 30 seconds to throw their first dart OR THEY WILL LOSE THE ENTIRE TURN!!! The shot clock will reset to 30 seconds after each dart.

## 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 & BONUSES

1. Prize money will be awarded based on wins and losses. There will be prize money for ALL teams.

2. Bonuses for  
1<sup>ST</sup> Place                      4 player teams are:                      2 player teams are:  
2<sup>ND</sup> Place                      \$75.00                                      \$40.00  
3<sup>RD</sup> Place                      \$50.00                                      \$25.00  
   \$25.00                                      \$15.00

## **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 if they have written permission from the sponsor. The team must reimburse the sponsor fee to the original sponsor as the fee must remain in the league kitty. 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, the league secretary 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!

## **OFFICIAL RULES OF LEAGUE PLAY**

### **THE GAME OF 301**

The object of the game is to count down from 301 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, 29, 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, 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 301 & 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.
  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.
- NEW** THE GALAXY II 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.
  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, as long as they are unaltered factory issued darts and tips, do not exceed eight inches in length, and do not exceed 18 grams each in weight. Otherwise, bar darts will be supplied by each location.
  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 ½ 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