



2018-2019 Information Sheet

Changes to dart player's handbook

***** IMPORTANT CHANGES *****

REMOTE MATCHES

Playing in a league that is not offered as a “Remote” league, but team opts to want to play match remotely:

1. Team captain **MUST** notify the opposing team before noon the day of the match.
2. If you are the visiting team opting to play remotely, home teams of other matches scheduled for same location get first choice of board.
3. If **both** teams agree and G3 boards are available, any match can be played remotely. Will need to notify league office to confirm availability of G3 board.

Distance and weather are only reasons for remote play, unless both captains agree on remote play for non-remote leagues. Example of distance would be team in Greeley playing against team in Ft. Collins/Loveland, team in Johnstown playing a team in Greeley.

When playing remotely please make sure to communicate to opposing team if you are having board difficulties, need a break, etc. Just do not leave the opposing team “hanging” by not letting them know why you are not playing. This is considered bad sportsmanship.

See the player's handbook and rule sheet for detailed rules.

2018-2019 Information Sheet

Important guidelines to remember

Contact Information: *Judy Mehle—cell #970-391-7664 or email: BMWbilliards@msn.com*
Website: www.bmwbilliards.com **Facebook:** *Judy Mehle or BMW Billiards*

1. **PLAY START TIME:** Know start time for your league. **All line-ups need to be finished by start time & play started.**
 - A. *It is recommended captain or team representative show up 10 to 15 minutes before start time to fill out paperwork and get money collected.*
 - B. **If a team (4 person or doubles) is missing one player, play must still be started.** When the missing player's game is up, on that position the machine is left at 501. Same for cricket, missing player's turn is passed. Should a team start a match with a player missing, and that player then becomes available, that player may complete the remaining games. On a 4 person team if two players are missing, the same procedure should be followed. Games where the two missing players are partners will be forfeits. If three players are missing, all games shall be forfeits.
 - C. If the whole team is missing, teams will have a **10 minute grace period.** At ten minutes past start time, unless team has been previously notified, the forfeit rule will apply to the late team. (See section “Forfeits” for the forfeit ruling.)

2. DROP OFF ENVELOPES TO COLLECTION POINTS: (For Ft. Collins/Loveland leagues)

At the conclusion of the match, one player from either team needs to be responsible to take envelope with money enclosed and drop off at one of the 6 collection points. Those collections points are: **Emporium** (925 S. Taft Hill Rd, Ft. Collins), **Match-Ups** (625 S. Mason, Ft. Collins), **Matt's Place** (6013 S. College Ave., Ft. Collins), **Mulligan's** (2439 S. College, Ft. Collins), **Night Shotz** (3329 N. Garfield Ave., Loveland) & **Pitchers** (1100 W. Drake Rd., Ft. Collins). **All envelopes need to be dropped off by 1:00 PM Friday afternoon.** Contact league office at 970-391-7664 if this is not possible.

3. **League sanction fees: \$20.00 per person.** (See below for “start up discount” sanction fee.)

“**Start Up Discount**” sanction fees. **Discount available only in week #1 of the season.** Players that play in week #1 of the season qualify to pay the special “Start Up Discount” **sanction fee of \$16 per person.** A team having a “BYE” on first week can still qualify for the start up discount rates by paying this fee in the second week. If having a BYE on first week, then on second week would also need to pay regular \$6 per person fee plus sanction fees.

4. All subs must pay sanction fee on first night they play. Captains are responsible for collecting sanction fees (\$20 per person) when a sub plays for the first time (and \$6 regular fee, unless it is week #1 of season).

5. **SET UP BOARD INCORRECTLY.** When setting up the board if an incorrect players name entered, this can now be corrected. If this occurs and the first game comes up, you can unplug board for 3-5 minutes. Plug board back in, the board should prompt you if you want to resume game. Select “NO”. Your credits will remain in the board. You can then start over and choose the correct players participating in match.

6. **REGULAR PLAYERS:** Team can have more than 4 regular players. **Just placing a person on your roster does not make that person a regular player.** In order to be considered a regular player that person must have played a comparatively equal number of games with everyone else on that team.

7. **DO NOT EXPECT A COMPLIMENTARY BAR ROUND!! IT IS NOT A RULE!** The current economy and drinking and driving laws have affected bars income. Bars cannot economically anymore offer a free bar round. It is up to each individual bar as to their policy on offering any type of complimentary bar round.

8. **WHEN A SUB CAN PLAY: Listing a player on roster at beginning of season does not make that person a legal sub. Still need to meet substitution limits criteria.**

a. If player average is **0.00 - 19.99** can add **2.00 PPD / .40 MPR** on to average to find a sub.

b. If player average is **20.00-and above - sub must be of the same average or lower.**

c. If a league has a cap, a sub cannot be above the league capped limit.

d. **Illegal sub:** A team playing against an illegal player must inform opposing team that night that they have an illegal player. To give them options to change player.

Any regular player can report an illegal sub in the league that they play **within 3 days** of when the standings are posted. Once the office is made aware of an illegal sub, the team with the illegal sub will be subject to forfeiting all games won when the illegal sub played. If an opposing team agrees to let an illegal player sub, any regular player in that league can still report the illegal sub. (See section “SUBS” for the entire substitution ruling on page 7.)

9. **SHOT CLOCK:** Shot Clock will be used. As soon as start is pressed for play to begin for each game the shot clock will start. Shot clock will be set at 45 seconds. Each dart needs to be thrown within this time limit.

10. **CRICKET ROUND LIMIT SET AT 25 ROUNDS:** For all leagues the cricket round limit will be set at 25 rounds. After the 25th round is complete the game will be over and the win will be awarded to the team with the highest point total.

11. **SPORTSMANSHIP:** All players/ teams should display good sportsmanship at all times. Sportsmanship is defined: fair conduct, including observance of the rules of fair play, **respect for others**, and graciousness in losing.

If playing match remotely please make sure to communicate to opposing team if you are having board difficulties, need a break, etc. Just do not leave the opposing team “hanging” by not letting them know why you are not playing. This is considered bad sportsmanship.

12. **Camera feature:** On all G3 league matches the camera records your league match. Example: If you have a team that is playing someone under a false name, or a player who is behaving badly. Inform league office of name of the player and the game number (and if possible round number) that offense took place. League office will replay camera footage and if a complaint seems to be warranted, share the footage with the advisory board. The board will then decide the fate of the offending player. Decision could result in a warning, taking away wins to expulsion from league.

See the player’s handbook and rule sheet for detailed rules.