

JUKEBOX LARRY'S

PEWAUKEE DART LEAGUE

CAPTAIN'S GUIDE – 2019-20 SEASON

Website: www.jukeboxlarry.com

- A. CAPTAIN'S DUTIES & RESPONSIBILITIES & PLAYER FEES**
- B. ROSTERS / PLAYERS / SUBS**
- C. LOCATION FEE & SPONSOR FEE**
- D. VENDOR OPERATOR FEE**
- E. MATCH RULES OF CONDUCT**
- F. GENERAL GAME RULES**
- G. FORFEITS**
- H. SCHEDULING & RESCHEDULING**
BAD WEATHER & OVERSCHEDULING
- I. STANDINGS**
- J. TIE IN STANDINGS**
- K. MACHINE MALFUNCTION**
- L. CITY TOURNAMENT**
- M. AWARDS - PRIZE MONEY BREAKDOWN & BANQUET**
- N. STATE DART TOURNAMENT**

*****PRICE OF DARTS WILL STAY AT \$.50 FOR 301 & \$.75 FOR CRICKET & 501 *****

EMAIL CRAIG WERNER: mugshotzcraig@yahoo.com

PHONE #414-416-8065

CALL: LEAH WITH CHANGES TO ROSTERS or (dart machine malfunction)

SHOP: 262-966-9607 (8am – 4pm)

*****NEW SUBS – IF YOU HAVE A NEW SUB, THEIR FULL NAME MUST BE TYPED INTO THE DART BOARD. IF THEIR FULL NAME IS NOT USED, THE GAMES THAT THEY PLAYED IN, WILL GO TO THE OTHER TEAM AS WINS.*****

Silver Lg. plays 12-301 and 1-501; Gold Lg. Plays: 8-301, 6 cricket, 1-501

Platinum Lg. Plays: 8 – 301, 6 cricket, 1 - 501

A. CAPTAIN'S DUTIES AND RESPONSIBILITIES

1. Be present or send an acting captain to all league matches and meetings.
2. Inform teammates as to all league rules and regulations. Please read the rules!!
3. Collect all necessary player fees and insert in dart board.
4. Captains must call if their phone number changes.

Cost of Play: \$4.50 per person for a total of \$18.00 per week – plus money for games played.

Cost of playing during league is \$.50 for 301 and \$.75 for cricket and \$.75 for 501

Money to be inserted in front of Galaxy II Dart Board.

\$12.00 per team goes to end of year prize fund

\$2.00 per team goes to city dart tournament

\$2.00 per team goes to banquet

***** The Galaxy II & III Dart Boards collect the league fee into the dart board. Chose “League Menu” then follow instructions on the dartboard. Home team can insert league fee first and enter players then it will prompt you for the number of credits needed to play the match. It will then prompt you to choose Visitor and they will put in League Money first, then choose their players and money for all games before you start your matches.**

****** The HOME TEAM enters all their money and information first then the VISITING TEAM. ******

4. **SANCTION FEE.** Every team in the Pewaukee Dart League will pay a one-time sanction fee of \$12.00. The fee will be deducted from your end of year prize money. This entitles every team to play in the yearly WAMO State Dart Tournament. The 2020 WAMO Dart Tournament will be held in The Wis. Dells at the Kalahari starting Wednesday, May 13, thru Sunday May 17. If you are planning to go, get your rooms now. Get your reservations NOW. **See “N”.**
5. **With the Galaxy II & III Dart Boards,** it is unnecessary to keep a scoresheet. I think you would prefer to go to another bar in your league to play the match rather than use the scoresheet. The Galaxy II & III dartboard calls the satellite at 3 am and the dart board sends the computerized scoresheet. I come into the office at 8 am download from the satellite and send the results back to you via E-mail and out to the website. When you shoot darts on Monday night, your standings will be back to you via E-mailed by 9 am.
6. **HANDICAP SYSTEM:** THE HANDICAP STARTS THE FIRST WEEK. The Handicap is based on last years final ppd. After the first week, the handicap will be based on the previous week's ppd. 2nd week's handicap will be based on what each player did the 1st week. The Galaxy II & III Dart Boards will automatically handicap each player that shot the week before. This handicap system: If you are a good shooter you will start above 301. If you are a poor shooter, you will start at 301 depending on your score the prior week. In Cricket, the poor shooter will be given marks before the game begins. This handicap is updated every week. If you are a new shooter to the **Silver League**, a man will start at 20.0 ppd and a woman at 15.0 ppd. If you are a new shooter to the **Gold or Platinum League**, a man will start at 22.0 ppd and 2.5 mpr and a woman starts at 15.0 ppd and 1.5 mpr. You can punch in these numbers at the board when your name comes up.

B. ROSTERS / PLAYERS / SUBS

1. There is a maximum of ten players per team. Once a team has a full roster, no new players can be added without dropping someone. Dropping players must be done per phone call to Leah.
2. Teams may add players (up to the limit) until **FEBRUARY 1ST.**
3. If a team member moves, is injured and unable to shoot, or switches work shifts, the team can pick up another player to maintain a 10-man roster.

4. If a player must leave during a match due to work-related incident or a family emergency, a sub equal to or lower can be brought in. The sub should arrive within 30 minutes. Games in which the sub does not play can be played until the sub arrives. If no sub, resume 3-person format. With the Galaxy II Dart Board you cannot change names in the middle of a match so the sub would have to shoot under the name of the person he is subbing for.
5. **All league players must be of legal drinking age.** Any team caught using an underage player will be dropped from league & prize money forfeited.
6. **If you have a sub that has not shot darts yet and is not on your roster. You need to put in his/her full name. No nicknames!! Names must appear the same on the stats. IF YOUR SUB PLAYS IN ANOTHER JUKEBOX LARRY LEAGUE THEY MUST USE THEIR AVERAGE FROM THAT LEAGUE.**

DUE BY NOVEMBER 1ST, 2017

C. LOCATION / SPONSOR FEE: will be \$35.00 for each team in the league. \$15.00 goes toward your City Tournament Fund. \$20 to Prize Money

*Make checks payable to: **JUKEBOX LARRY'S VENDING**

If fee is NOT paid by the end of the dart season, it will be deducted from the team's end of year prize money.

D. VENDOR / OPERATOR FEE – \$20.00 per team for Jukebox Larry and \$40.00 for other vendors in the league. (Jukebox Larry pays my secretary wage) Money is for trophies, secretary expenses, and balance will go toward banquet.

E. MATCH RULES OF CONDUCT

1. Distracting other players and crowding a shooter at the line is not allowed!!
2. Common sense and good sportsmanship shall be used during play regarding any questions that might arise.
3. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of game, match, or expulsion from the league and forfeiture of all moneys.
4. Flagrant violations must be documented and submitted to the league board, who after review, will take appropriate action. Any player caught misrepresenting themselves when shooting in league will be expelled from all dart league activities for one year and will lose all matches involved. Remember we are here to have fun and enjoy ourselves!!

F. GENERAL GAME RULES

1. **STARTING TIME:** 7:30pm with a 15 minute grace period. The four players that start a match must be the ones that finish match (See "Except Rule B"). If a team is not there after 15 minutes, the 1st game is forfeited. If not there by the end of first game, ALL games are forfeited. The team short players at the time of start, may play the games with three (3) players present. Absent player must use score of 301. The team makes up the money for missing player. If the 4th player comes BEFORE the 4th game is over, he/she CAN play the rest of the games. If the 4th player arrives AFTER the 4th game, he/she CANNOT play any games-score will be 301 for each game.

YOU MUST HAVE AT LEAST 3 PLAYERS!!!

2. Each player throws a maximum of three (3) darts per round, however it is not required that a player throw all three (3) darts on every turn. Your partners score must be lower than your 2 opponents combined score in order to win the game.
3. **DARTS:** Players may use their own, if meeting the following requirements:
 - a. They must be plastic tip darts.
 - b. Flights may be any length, so long as the dart does not exceed 8" in total length. Flights must not exceed 3/4" from shaft to flight edge and may not have more than four (4) wings.
 - c. They must **NOT exceed 20 grams** in weight each. In the event someone may have used darts exceeding 20 grams the games that player shot in will be forfeited. Darts may not have broken or cutoff tips.

4. **DISTANCE:** All players must stand with both feet not closer than the front edge of the FOUL LINE or 8' from the face of the game.
5. **DART THROWN:** A dart thrown that sticks but does not register **MUST** be pushed in to register **IMMEDIATELY** after it is thrown. A dart thrown that registers but does not stick, may **NOT** be thrown again. The score registered, stands. If a dart bounces off the board, it is considered a thrown dart even if it does not score. It may not be thrown again. If a dart is thrown before the "throw dart" message lights, the dart is considered thrown and may not be thrown again.

***** GALAXY II & III DART BOARDS HAVE A BUILT IN FEATURE THAT ALLOWS YOU TO USE THE UP ARROW AND ERASE UP TO 8 DARTS THROWN OUT OF TURN. IF A PERSON DOES NOT PULL OUT HIS DARTS IN TIME AND SCORES ON THE NEXT SHOOTERS SCORE, YOU CAN PUSH THE UP ARROW AND IT WILL ERASE EACH DART THAT SCORED AND ADD BACK THE NUMBER TO THEIR SCORE. IF YOU HAVE 2 "BOB'S" ON A TEAM AND ONE SHOOTS FOR THE OTHER YOU CAN ERASE THE 3 DARTS THROWN AND HAVE THE CORRECT BOB SHOOT.**

6. **OUT-OF-TURN:** it is each player's responsibility to see the machine is displaying the appropriate player's name prior to throwing any darts. The Galaxy II Dart Boards change players automatically. If however, the machine does not switch players, you **MUST** push the "player change" button, if you do not push "player change" button and you score points you have to push the up arrow to erase the darts thrown and the points will be added back into his score. If you BUST score goes back to original score before any darts were thrown.
7. **TIE SCORE:** In the event of a tie score, first team to reach 0 wins.
8. **BYES:** Teams who have a BYE, do NOT pay or play.

G. FORFEITS – THERE WILL BE FORFEITS – MUST CALL TO RESCHEDULE AT LEAST 1 HOUR BEFORE MATCH. No Call – No Show is a FORFEIT

*****1. CAPTAINS MUST MAKE SURE I HAVE YOUR CORRECT PHONE NUMBER ALL YEAR**

If you do NOT call and do NOT show up to shoot it will be a FORFEIT and the team that showed up to shoot gets ALL THE WINS. If you called the captain of the team to let them know you could NOT shoot, you have 2 weeks to make that match up at the convenience of the Captain that was there to shoot. If game is NOT made up within the 2 weeks following the postponed match the team that refuses to shoot, will pay for both team's league fees and the other team gets wins. IF A TEAM FORFEITS A MATCH IN THE LAST 5 WEEKS OF LEAGUE PLAY, THEY WILL FORFEIT ALL PRIZE MONEY FOR THE YEAR.***

*** 2. Any team with a "NO SHOW" 2 weeks in a row or 3 for the season will be automatically dropped. And all money paid in, is forfeited for the year. ***

***** 3. If 2 teams from 1 bar play each other and 1 team forfeits, they both get losses! No forfeits on purpose, to advance the other team!*****

H. SCHEDULING / RESCHEDULING / WEATHER

1. **SCHEDULING:** You will play each other once at home and once away.
2. **RESCHEDULING:** In case of emergency, the rescheduling must be accepted by BOTH teams. Makeup games must be played within 2 weeks of original date and at the convenience of the team that did not postpone the original night of league play or it is considered a forfeit.

****** WEATHER EMERGENCY:** In case of bad weather, it is up to the 2 team captains if they feel it is safe for their players to get to the match location scheduled. If they BOTH agree, they can play. However, it is NOT MANDATORY. If the match is not played, it is up to the 2 team captains to reschedule as soon as possible.

I. STANDINGS

Standings will be sent to each dart board via the phone modem and to each person that gives me an E-mail address. The standings will list the teams' position and the individual player P.P.D. average, MPR average and all achievements. (Points Per Dart = PPD)

(Marks Per Round (MPR) If you can not see the total player standings you can tap the 6 or the 11 on the dart target to move the standings on the monitor to the left or right so you can see all the achievements.

J. TIE IN STANDINGS

In case of a tie in standings for 1st, 2nd, or 3rd place, we will go back and see who won the most games, when they played against each other, head to head.

K. MACHINE MALFUNCTION

In the event the electronics of the machine fails during a game and NO scores register, the captains will write down the last scores before the machine error and unplug the dart board, count to 60, plug the board back in (this will reboot the computer) Start the game over, you will not lose all the credits paid in at the beginning. The scores will be punched out to the scores written down by the captains. The game will continue, starting with the same player as when the machine errored. If the machine still does not work, the team captains will decide to call a repairman, or go to the visiting team's home bar to play the game if they have a board available. In the event you go to the visiting team's home bar, it will be common courtesy to trade the next time you are scheduled to play that team so each location has the benefit of a home game. If neither team's home bar has a board available, captains can decide whether to go to another in the league bar to play or to reschedule. If a player causes the game to tilt (end game), by kicking or slamming on the front of the game, that team will automatically LOSE THAT GAME!

L. CITY TOURNAMENT AND BANQUET – 1 day only –

To be eligible for City Tournament, a player must have played 5 WEEKS. To shorten the year end city tournament, you will be shooting team, round robin. The team with the most wins, wins the tournament. Each team paid \$2.00 per week toward the City Tournament and \$15.00 from the Sponsor Fee will also go toward the City Tournament.

M. AWARDS - PRIZE MONEY BREAKDOWN & BANQUET

1. **AWARDS:** A sponsor will receive a plaque for 1st place teams. Individual trophies or plaques will go to the 1st teams. A 2nd place sponsor plaque will go to the 2nd place team. A 1st place plaque will go to the top players of 301 and cricket. Player must have played 75% of games for award eligibility.
2. **PRIZE MONEY BREAKDOWN:** 60% of prize money per team WINS
40% of prize money per team LOSSES.

N. STATE DART TOURNAMENT

The 2020 State Dart Tournament will be held in The Wis. Dells at the Kalahari from Wednesday, May 13 thru Sunday, May 17. (If you make it to the finals you come back Sunday) Division 1 thru Division 6 will shoot singles on Wednesday, May 13th. All other divisions will shoot on Thurs, Fri. & Sat. and team winners of their bracket come back on Sunday for the championship matches.

Eligibility: Anyone may attend the tournament, but you must have played 60 games in a sanctioned league on the same team. Once you have 60 games on one team you can play on any team in the Jukebox Larry's Leagues. If someone from Waukesha needs a fourth player you can play with them at state. If interested in participating, you must request a tournament packet. Requested packets will be dropped off at your sponsor's location after we have received them from the state committee in January. Get your hotel room reservation in **ASAP! Ask for WAMO DART rooms.**

****** VISIT US AT OUR WEBSITE: www.jukeboxlarry.com Your standings will be posted there weekly, the day after you play.**

