*Shaffer Captain's Guide is compiled to ensure league play
go as smoothly as possible. Many times, a situation arises it's
due to lack of understanding leagues policies or using a rule out of
context from which it was written. Knowledge of these procedures will
allow all of us to throw darts and have fun. Common sense and good
sportsmanship are to be used that are not explicitly answered within the guidelines.
We play darts for the social aspects of the game. Have fun and enjoy your league night.*

A.   *OBJECTIVES*

1) To promote and stimulate an interest in the sport of darts.
   Encourage good sportsmanship, goodwill, and unity among the players.
2) To provide rules, methods, procedures, and statistics to enhance the
   competitive spirit and maintain the social benefits of friendly sport.
3) Provide a method of accountability and guarantee league funds.
4) Provide team - player recognition for performance and accomplishments.

B.   *REGULATIONS AND RIGHTS*

1) Shaffer sponsors, teams and players are entitled to the rights and privileges of the Shaffer dart league and are subject to the guidelines within. Teams or sponsors are not permitted to change a league rule, except the starting time
2) League players may be asked to serve as a liaison board during protests,
   to maintain the objectives and integrity of the dart league.
3) Shaffer Amusement reserve the right to change/adjust guidelines or rules set
   forth that's out of the ordinary or due to special circumstances that transpire,
   within the best interests of the entire league.
4) Sponsors are not required to pay for beverages, shirts, player fees, special feats (hat-trick-T80), or tournaments. Should sponsors choose too, suggest you participate in activities, in addition to league to show your appreciation.

C.   *THE TEAM*

1) Open refers to a team using any combination of player gender.
2) You must contact Shaffer to <u>permanently delete players</u> from your roster.
3) CLASSIFIED Leagues are ranked together typically within a set of parameters using players Points Per Dart (PPD) or MPR ratings. Non-Classified aka HANDICAP Leagues use spot points/marks based on PPD & MPR ratings. Matches are reviewed weekly to ensure proper ratings are utilized. Using incorrect ratings is the automatic deduction of wins. See Players.
4) The Captain is the spokesperson for the team. Must be present or delegate for all league affairs, responsible for guidelines, including any schedule changes. Important messages will be posted on the standings "League Information" as well as "League Message" when setting up your league.
5) A player "barred" from a location is barred from league play in that location. See Substitution.
6) Teams cannot change their sponsoring location during the season unless it temporarily closes. The team, with Shaffer's approval must select a current league sponsor within the geographic proximity until re-opens.

D. _PLACES_ PLAYERS
…The league's intention is to create a fun, fair, and competitive atmosphere for all players.

1) League players must be at least 21 years of age.
2) A team will be penalized if a player maliciously plays under another's name.
3) Established ratings refer to a player with a league history, normally listed on our website Master Player Ratings.
   a) Classified Leagues (non-Handicap) utilize a team cap. It is the team's responsibility to field players equal to or less than the parameters using these ratings.
      1) Over parameter violation, teams will lose wins equal to the total number of games a player participated.
      2) In a classified league these established ratings will be used for the entire season and not change.
      3) CAUTION utilizing players listed with *- G - X or other, indicates insufficient history or games to be considered established.
      4) Players must have minimum of 2 weeks with that team to be eligible in last scheduled match, Final Position Week or Playoffs.
4) Non-Established players with no previous Shaffer league history or insufficient amount of games to be established may be indicated with * - X - G or other on the season player ratings.
   a) Classified Leagues non-established must ensure players cumulative, as listed on the current standings, does not advance the team over the parameter. Cumulative-standings ratings is the compounded weeks rating, not to be confused with just one night's performance.
      1) It is the responsibility of the team to ensure a non-established player does not advance over the league parameter.
      2) No count-up declaration on file, may be an automatic violation.
      3) Final "cumulative" rating will not change at the end of the season. This rating is utilized for the playoffs if applicable.
      4) Must have a minimum of 3 weeks with that team to be eligible in last scheduled match, Final Position Week or Playoffs.
      5) Teams limited to only two offenses per season.
5) NEW Players to declare a temporary player rating complete & record 10-games of Count-up; add scores together and divide by 240. First time players will improve, we strongly suggest add 1-2 full points to ensure sufficient room. If in doubt, complete an additional set of count-up games. Don't underestimate.
   a) Classified Leagues, you are indicating this player's rating will not advance the team over the league parameter during the current season regardless of count-up ratings.
   b) Handicap Leagues, a player that shoots two points higher than their declared rating may be in violation.
6) Handicap Leagues, rostered players will be pre-programmed with the most current rating available.
   a) Substitute players may be manually entered when setting up for a night match. Players will use their highest known rating from the website or current league. Actual "new" players that did not declared a rating should use: Ladies 16.0 ppd & 1.6 mpr; Men 25.0 ppd & 2.5 mpr.
   b) Players listed with *, G, X or other may use that rating providing no other league history is available.
   c) Players are not permitted to manually lower averages.
   d) Teams using players higher than the leagues average may have the team players rating elevated to ensure parity.
   e) Players must have played with the team at least 1-time to be eligible in the last scheduled match or Final Position Week. No new players the last scheduled week.
7) Shaffer Amusement and/or player liaison board reserve the right to review/adjust the ratings of all players & teams accordingly.
8) Teams utilizing a KNOWN non-established player that advance team over the parameter may be an automatic violation. Known may be a history through other league system, steel tip, etc.
9) Players must have proper picture identification if requested. The match may be played under protest if refused.

10) ILLEGAL player violation is the automatic deduction of team wins a player participated in: (ex: 13 Game format = -7 Wins) Opposing team receives actual score or majority of wins, whichever is greater. Example may be an over parameter violation, **not providing full names**, using lower or incorrect handicap ratings, etc.

Handicapping is available to provide every participant the opportunity
to play darts regardless of skill level! Negative comments reflecting
a player's ability (of either caliber) should be discouraged.

E.   *SUBSTITUTES &   MISSING PLAYERS*

1) Handicap Fall/Winter leagues may add a new non-established player up through the last 3-weeks of the season. After that, only a player "currently" playing within the entire Shaffer Amusement league system may play EXCEPT **no new players the last scheduled week or final position week.**
See Players.
2) Classified Traditional Springfield & Championship may add new players up to the first scheduled match in January. After that, only current Shaffer players within the entire Shaffer league system may play.
3) Substitutes may play for numerous teams. Once a player plays 3 times with one team, they may not sub for another team within that same division.
4) **Each 4-person league will designate player #1 & player #2 shooting position playing in the first game. IF a player is going to be late, rotate them into the #3 or #4 shooting position and start the match.**
5)   A match may be started with missing players skipping over the player allowing no score to be registered. Players may join in upon their arrival.
6) Failure to type in a player's complete name (not just a nick or first name) may result in automatic loss of games. See D10.

F.   *SCHEDULING*

1) **Expect schedule changes the first week of league or so.** Shaffer will send an email out of any schedule changes. It is the captain's responsibility to double check for any changes on the dart board.
2) Matches are scheduled to start on time, NOT BAR TIME. 15-minute grace period is permitted BUT this is a courtesy and should be used rarely or only in special circumstances. A forfeit may be declared after the grace period.
3) Teams are responsible for their own reschedules and /or postponements. We recommend you get a substitute and play. The requesting team must contact the opposing captain for a reschedule (not Shaffer).
   a) Teams present for a match MUST register a FORFEIT on the machine.
      It can be removed when and if the match is played.
   b) Matches not played within 3-weeks will be a forfeit on both teams if a forfeit was not received. Forfeits may be removed if the match is played within a reasonable amount of time as determined by Shaffer.
   c) Matches rescheduled the last 3-weeks of a schedule must be played before next week's match.
   d) Our dart boards are ready to play league any time - any day.
4) Start Times: Saturday Dbls 4:30pm; Sunday Mix Dbls Dayton 6:30pm
   Springfield 4:30pm; all other leagues **start at 7:00pm.**
5) Inclement weather may be reason to postpone. No team is expected to play when weather stations have broadcasted warnings declaring various conditions that are unsuitable for driving.

SHAFFER AMUSEMENT DOES NOT CANCEL MATCHES.
Mutual consent is not necessary for a postponement however,
requesting team must contact the other captain,
immediately notify the league office with the make-up date.

6) "**POS RND"** indicates a Position Round, all teams will play as follows: 1st place team plays at home vs 2nd place, 3rd vs 4th place, etc… Team with the higher league wins/average will have HOME advantage as well as 1st choice home advantage with multiple teams playing. Teams that do not have all games completed or forfeits match may affect HOME advantage.
   a) Previous weeks standing may determine position in a tie for a position.
   b) League fees are paid in position weeks, including teams schedule Byes.
7) **Teams are not permitted to change the scheduled Home location. This WILL result in an un-acceptable match, BOTH teams all game losses. <u>NO DEALS!</u>**

G.   *FORFEITS*
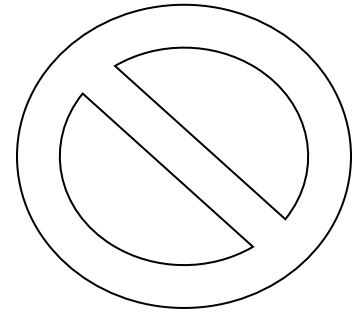
All attempts should be made to avoid forfeiting. Teams that have difficulty with a date, it is essential for them to notify there opponent far enough in advance to prevent having to forfeit.

1) **To register a forfeit**, simply select your team as BOTH the HOME and VISITING team, A screen appears asking you to confirm forfeit.
   a) League fees must be paid, write Forfeit on the envelope. Forfeiting teams fees will be deducted from they're year end payout.
   b) Teams registering a forfeit will receive the majority of wins, <u>teams forfeiting a match receive 0 wins/all game losses.</u>
2) Teams that forfeit more than 3x during a season or within the last 2 weeks of the season may lose all (or partial) payout and awards.
3) If a team is removed, the standings will be adjusted to ensure ALL teams receive the same amount of win for that team within a rotation.

H.   *PLAY-OFFS* *(Dayton)*

1) Following the conclusion of the Championship League, all teams from a league are combined for a single elimination tournament, scheduled on your regular league night, lasts appx 6 weeks. Playoffs begin 2 weeks after the last league completes last week.
2)   Seeding of team shall be determined by the final weeks winning percentages where they finished respectively in the league. All 1st, 2nd, & 3rd place teams then the remaining teams accordingly.
3) An Emergency substitution clause exists ONLY in playoffs. Using the team's lowest qualified players 19.0 and higher may use a player 25% lower; 16.0-18.9 may use 15% less tham; 15.9 and lower may use 12.9 and lower. It is the team's responsibility to have qualified players if a situation arises.

I.   *LEAGUE FEES & ENVELOPES*

Player league fees are returned to players in cash and awards.

1) Team league fees are required to be paid in all scheduled matches, forfeit matches and in position week byes.
   a) SPRINGFIELD BYES- (excluding Remote) are byes paid in every scheduled bye week. Dayton and remote leagues do not.
   b) Actual leagues fee amount is printed on your "Game Match Setup" sheet provided in your packet.
2) The HOME team is responsible to provide a league envelope with the proper fees collected for both teams and ensure the envelope is deposited into the scheduled HOME machine. Note any team's shortages.
   a) Print LEGIBLY the match **date, league, & teams.** "Printing" the captains last name only helps us identify the match, nothing else.

b) Remote teams must be very specific with your details to receive credit.
3) Shaffer reserves the right to garnish any teams (players) winnings due to lost envelopes, weekly shortages, returned checks, or unpaid tournament fees (past or present), plus any service fees.
4) Prize money is paid back to teams based on team wins and is awarded in April or May of that season. The Captain or designated player must sign for envelope. After that it may be picked up at Shaffer Amusement.

J.   *LEAGUE AWARDS*

1) Fall & Winter Season leagues receive 1st–3rd place individual awards & 1st - 2nd sponsor plaques. Top lady/male darters that do not miss more than 2 weeks may receive an Top Shooter award.
2) Championship 1st place division teams receive individual awards & sponsor plaque. Top lady/male players receive an Allstar award, may not miss more than 3-weeks to be eligible. City Champions receive 1st & 2nd place sponsor plaques and individual awards.
3) Traditional receive 1st – 3rd individual awards; 1st - 2nd sponsor plaques. Top lady/male will receive "Allstar" award, may not miss more than 3-wks.
4) Award criteria, subject to change at the captains meeting.
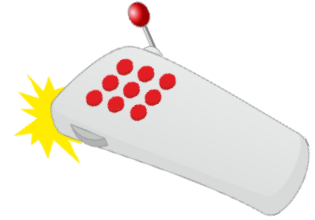
K.   *LEAGUE PLAY PROCEDURES*

We strongly recommend both Captain's set the board up together!
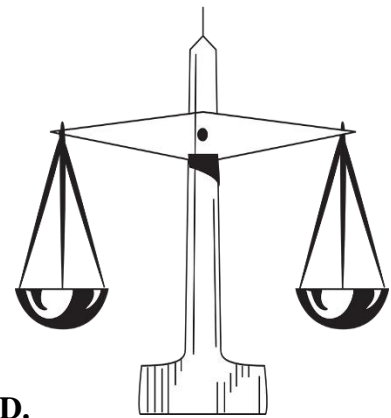
1) **DO NOT INSERT MONEY UNTIL HOME TEAM SETS-UP BOARD.**
2) Home team arrow and select "League Menu" (options include: Play League, View Schedules, or View Standings). Select "Play League"- press enter; select your "League"; select your Home Team.
3) Your team roster appears. You have the options to:
   a) Rotate Players: arrow to the player to be switched, press enter. Arrow to the player to be rotated in with press enter.
   b) Substitution: arrow and select the missing player. Select a replacement player if listed, press enter.
   1) New Substitute not listed: select the missing player, select New Substitute". A dartboard diagram appears on the screen representing target segments as letters. Enter the players name by tapping the board segments. A screen appears in lower left corner that will display your entry. First and last names are required.
   c) Handicap leagues MUST enter PPD & MPR ratings. Select to Ratings to the right of the players name or on BullShooter boards tap the Bullseye. You may have to enter a rating the first night of play for a player, after that your rating will automatically appear.
   d) Bullshooter Boards: to enter ratings tap the Bullseye and select '01 and then select cricket. Enter appropriate ratings.
4) Select to visiting team, follow the steps above. **You are permitted to Make changes to your line-up till the first dart is thrown.**
5) Select "Start Match", NOW teams may deposit all game credits required.
6) The only way to start a match over is to carefully un-plug the board, a screen will appear indicating play interrupted asking to continue- indicate NO. You may lose credits for those games already played. Team making an error is responsible for those games. You cannot use the back-up feature once league play has begun.
7) Back Up feature will allow teams to fix mistakes in certain situations, however once a game is over you cannot backup. To use this feature press the "TOP" arrow up button, it will give you the option to back-up one dart. You may do this up to 8-times per game. The Back-Up feature is allowed:

a) If a player throws while the machine is displaying his opponents or his partners number or if the wrong player starts the game.
b) If a player accidentally "manually" scores (typically when removing a dart from the board) a dart or hand touching the board.
c) In REMOTE PLAY, you must contact the opposing team before backing-up darts, this will eliminate any confusion. See Remote Play or refer to handout.
d) A player takes the game out while throwing out of turn will lose game.

L.   *REMOTE PLAY*

1) REMOTE Leagues: Please refer to the handout in your packet. It is important you have the captains and location contact number (listed on your hard copy schedule) in the event of a mishap.
2) As with League Play Procedures, follow the same steps except select the "Remote League Play" and choose your league. The board will ask to select **LOCAL team** *(YOU),* then ask you if you are the "**scheduled**" Home or Away Team? Next is to "Choose Remote Team" (your opponent) and generally waits for that team to log in. Once both teams have logged in, its pretty much regular league play as normal.
3) Loss of Connection: if play is interrupted, the board will offer to Suspend The League. This will save information until the match may be completed at a future date. Power Loss can also trigger this type of action.
4) Match Suspension: Internet issues or electrical power to the boards may be lost. If power is lost to one of the boards, the team will be prompted to "Resume Match" or "Suspend Match". Do Not Answer until you confer with the opposing team.
   a) Once teams involved in a Suspended match decide to continue, at least one team must play on the original dart board from the error or malfunction. Each team will choose appropriate Home & Away- the dart board will recognize the suspended match, "ask you to resume match?" Both teams say yes, and back at the point of suspension.
5) Camera Malfunction: If a team recognizes a camera image not functioning, contact the other team. The teams must choose a) suspend the match and move to another board or b) suspend the match till the camera or internet upload speed may be repaired. Cameras MUST NEVER be covered-up.
6) UnThrow a Dart (similar to backup) if a unwarranted score is on the 3rd dart you will need to signal the opposing team and press the yellow "down" (middle) button to "pause" the game. Call the opposing team and explain the situation. The opposing team will have to un-throw the last dart for you by them pressing the yellow up or down button to un-throw your last dart.
7) Shot Clock may be implemented if we receive complaints of slow play. If you need to take a short break, call the opposing team.
8) Recorded videos of a match are on file and can be reviewed at any time.
9) Unlike regular league- there is a 10 minute timeout feature when playing.
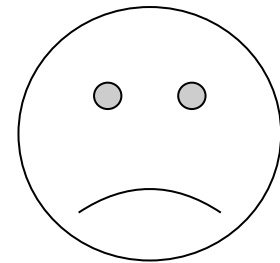
M.   *PROTESTS*

1) Refusal to play a match is not permitted and will be considered an automatic loss. IF a team refuses to play the match for any reason simply register a forfeit on the dart machine and contact league director the next day. Play the match under protest.
2) If a situation arises during a match, **(not afterwards)** immediately inform the other team. Discuss the issue and use the guidelines to correct any problems. Failure will result in an unaccepted protest.
3) Protests must be submitted in writing (not verbal or texted that night) to Shaffer within 48 hours after the match. Provide details in a clear, clean, & concise manner and what rule(s) were broken. Protest fee of $25.00 must be turned in with the protest. Fee will not be returned if the team loses protest.

N. *SPORTSMANSHIP*

Players are required to conduct themselves in a positive manner at all times. Misguided competitiveness is not an excuse! Drinking is not an excuse!   Any individual or team that destroys property, conducts themselves in an abusive or unethical manner, attempts to continually harass or distract an opposing team-directly or indirectly, accumulates numerous complaints may be grounds for loss of game, match, and/or expulsion from the league. Teams may forfeit all points and moneys paid, by judgment deemed necessary by the league and/or Shaffer Amusement.

O. *GENERAL   MATCH   RULES*
Common sense and good sportsmanship
should be utilized at all times.
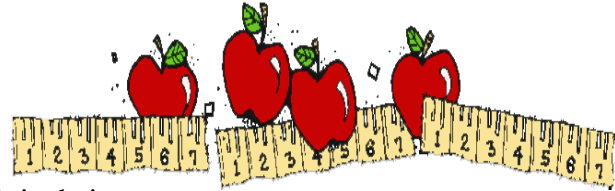
1) Players are expected to be on line ready to shoot when it is their turn.
2) Practice on another board is not permitted once the match has begun.
3) Adjoining dart machines are not to be turned off during league play.
4) Coaching is allowed.
5) Players are permitted to throw up to 3 darts per round but has the option of passing any or all darts.
6) If an issue occurs, stop play immediately and notify the opposing captain. DO NOT remove thrown darts. Players that remove or manually score their darts from the board will have no recourse and possible lose turn or game.
7) A dart thrown before the Throw Dart message is considered thrown.
   a) IF the board malfunctions on a dart that sticks in the board but does not activate may now be manually scored by the opposing captain. This includes the Last Dart winning dart.
   b) A dart that flights, does not stick or score may not be manually scored.
8) Back Up feature will allow teams to fix mistakes in certain situations, however once a game is over you cannot backup. To use this feature press the "TOP" arrow up button, it will give you the option to back-up one dart. You may do this up to 8-times per game. The Back-Up feature is allowed:
   a) If a player throws while the machine is displaying his opponents or his partners number or if the wrong player starts the game.
   b) If a player accidentally "manually" scores (typically when removing a dart from the board) a dart or hand touching the board.
   c) In REMOTE PLAY, you must contact the opposing team before backing up darts. This will eliminate any confusion. Opposing team will back-up / unthrow any 3rd darts thrown. See Remote handout.
   d) There is no back-up if a player takes the game out while throwing out of turn. Team will lose game.
   e) " ?? " is displayed on a dart that sticks in the board and does not registered may be backed up and manually scored.
   f) You are not permitted to use the backup dart feature to better your score/throw. Example: you throw 2-darts on your partners score, back up the darts thrown (leave darts in the board) advance to correct spot, tap the darts previously thrown and throw any remaining darts.
9) The score recorded by the machine is the score the player receives and accepts that the board is always right. A dart that sticks in the board, does not activate cannot be manually scored, unless see 6a.
   a) Last Dart/Winning Dart: If board was displaying the Throw Darts message, the winning dart is clearly stuck in the correct hole, fails to score or scores incorrectly the captain may tap the dart for win. This applies to the first dart thrown, not a combination or thrown darts.
10) The HOME team/sponsor has the privilege of choosing the dartboard.

New Stuff

11) **Hitting the board that blanks out the screen requiring further service is an automatic match loss of all wins/games.** Opposing team receives actual score or majority of wins whichever is higher.
   a) If machine does return to play mode, offending team is responsible for any lost game credits if any.

P.   *DARTS & THROW LINE*

1) Darts must be plastic tipped for electronic darting. Complete weight may not exceed 20 grams and not over 8-inches in total length. Flights may be no wider than ¾", as measured from shaft to flight edge, no more than four (4) wings.
2) Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to step on and lean over the line, but not across.
3) On a thrown dart, the dart must hit the board before the foot makes contact with the floor over the throw line. A player must receive a warning from the opposing captain. If problem continues, the captains witness such a reoccurrence, the team may protest.
4) Throw Line: Facing the board, located on the bottom right hand side base is a notch indicating 8ft to the edge of the throw line. Teams are permitted to make any slight adjustments with permission from the location.

Q.   *DART MACHINE MALFUNCTION*
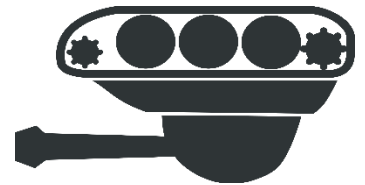
1) If a board freezes, the home captain may (with permission from the location) unplug the dartboard for 5-seconds then plug it back in. Be careful not to un-plug other equipment. In most cases, the board will fix itself and prompt you that "league play has been interrupted", continue, "YES"!
2) If a machine malfunctions (not from being HIT):
   a) Re-start a new game with new scores if team captains agree on the exact scores they can duplicate the scores and resume play or play that match over.
   b) Play on another board in the same location.
   c) Reschedule the match at the same location on another day.
3) Stuck segment, both team captains should go to the board. The <u>opposing captain</u> is the one that removes darts. If after the 1st dart is thrown the player notifies the opposing captain of the stuck segment and removes the dart by holding his finger on the stuck segment, removing the dart then releasing his finger. The player is permitted to throw any remaining darts.

R.   *GENERAL   PLAY   INSTRUCTIONS*

All General Game Instructions are Displayed on the Dart Machine.

1) General Rules of '01 type games require that a player start with 301, 501, or 701 points, the first player to reach 0, wins.
   a) When a player reaches zero and his partners score(s) is equal to or lower than opposing teams, the game is over.
   b) If the game score is in a tie, the team-reaching zero first wins.
   c) A player is "Frozen" if their partners score is higher than the combined score of their opponents, the team will bust in an attempt to win. A player may throw to lower their score.
   d) **Double In/Double Out: <u>No league is permitted to use any part of the Bull to enter a game (including the Dbl bull).</u>** Teams must use the true outer double ring. Refer to your Game Format sheet to win a game.
2) CRICKET is a game of skill and strategy played with the numbers 15-20, and bullseye. A player must "mark" each number 3x times before that number is "closed". A single segment counts 1-mark, double as 2-marks,

and triple as 3. The object is to close 20's-15's and Bulls in any order before your opponent and be ahead on points, if any.

3) There are no round limits to games in our leagues.

S. _LEAGUE GUIDELINES & FORMATS_

1) Have Fun!
2) Game formats are enclosed in your packet. Pay close attention to Double In/ Double out rules.
3) Classified League Parameters: If the player total is over the parameter, the team must arrange another combination of players. This process should be calculated each week as you change or rotate players. See "Team & Players".
4) Dayton Classified: Mix Dbls Masters- None; Open B-78.0; Mix Couples A 82.0; Open AA-96.0; Open A-87.0; Open AAA 110.0. Springfield TBA.
5) In a Mix Leagues (Doubles /Couples), ensure your player rotation designates a lady in the EVEN position (M*en* are *ODD).*
6) League information (changes, position weeks, etc..) will be posted on the darts standings section and as a "League Message" for your team to see at the beginning of league play.
7) You are not permitted to change the teams line-up wants play begins, this includes the last game.
8) And Thanks….. For Playing With US!

Shaffer **DART LEAGUE** Match Team Fee's

Please Print Legibly

Date	League Name	Amount $

Home Bar & Team Name	Wins	Visiting Bar & Team Name	Wins

X _____
Home Captain Last Name

X _____
Visiting Captain Last Name