

Shaffer Dayton Branch Area Captain's Guide

(Includes Springfield, Middletown, Dayton and surrounding communities)



2026-2027 League Season

Shaffer Dayton Dart League and/or Randy Cloud on Face Book

www.ShafferAmusement.com

rcloud@ShafferEntertainment.com

randyc@ShafferAmusement.com

THROW DARTS...

BE WITH FRIENDS...

EXPERIENCE THE EXCITEMENT....

HAVE FUN!

S shaffer
ENTERTAINMENT

Shaffer Dayton Branch Captain's Guide



Shaffer's Dart Team 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.

And Thanks...For Playing With US!

NOTE: Information contained throughout this guide refers to Shaffer Entertainment's Dayton branch regular Fall/Winter, Championship, & Traditional season leagues. Some rules and/or guidelines may or may not pertain to in-house, tournaments, or summer programs.

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Website: www.shafferamusement.com

Shaffer Dayton Dart League on Face Book
Office 937.278.7425



PROPER DART ETIQUETTE

A Respected Darter Does...

- ... Utilize good sportsmanship and commonsense.*
- ... Shake hands before and after a match.*
- ... Express and convey the act of courtesy towards team players and opponents.*
- ... Act reasonable and is not demanding.*
- ... Refrains from excessive Foul Language.*

To be a Respected Darter, one does not...

- ... Walk in front of a darter when they are shooting.*
- ... Verbally or non-verbally harass another darter.*
- ... Create an excessive amount of noise to disturb others.*
- ... Belittle the better or weaker players.*

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 requested to serve as a liaison board during protests, to maintain the objectives and integrity of the dart league.
- 3) Shaffer reserves the right to adjust guidelines set forth that is out of the ordinary, due to extraordinary circumstances that transpire.
- 4) Sponsors pay a fee for each team to participate in the league. Sponsors are not required to pay for beverages, shirts, player fees, special feats (aka hattrick, T80, etc.) or tournament fees.
- 5) It is implied that all teams familiarize and follow the guidelines set forth to the best of their ability.

C. THE TEAM

GO TEAM!

- 1) "Open" refers to a team using any combination of player gender.
- 2) You must contact Shaffer to permanently remove players from your team's roster.

- 3) Two types of leagues: CLASSIFIED Leagues are ranked together typically within a set of parameters using players Points Per Dart (PPD) ratings (ex: Open A- 87.0). Non-Classified aka HANDICAP Leagues use spot points/marks based on PPD & MPR ratings to even the odds between players of different skill levels. Higher rated players start with more points. 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 only spokesperson for the team. Must provide a valid contact number. Responsible for distributing information to the team, collecting fees, setting up league matches and works with the other captains to adhere to the guidelines set forth.
- 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. 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) Rated players (previously referred to as established) are players with a previous league history, normally listed on our website under the current seasons Rated Players list.
- 4) Classified Leagues (non-Handicap that utilize a team cap); it is the team's responsibility to use a players appropriate rating to field a team that is equal to or less than the leagues parameter. Classified leagues utilize the current season's Master Player Ratings listed on our website throughout the entire season. Ratings will not change.

Ex: Open B League w/78.0 Cap
Legal Team of Rated Players

Lisa Lou	17.5	Cort Knee	16.5	Open B League	78.0
Angie Grammer	19.3	Angel Hark	20.4	Team Total	73.7

- a) Teams that field a team over the league's parameter will automatically lose wins equal to the total number of games a player participated in. Over is Over.
Team over parameter, (-8 wins)

Lisa Lou	17.5	Cort Knee	16.5	Open B League	78.0
Angie Grammer	19.3	Andrea Break	27.4	Team Total	80.7

Ex: Open B League w/78.0 Cap

- b) Players listed on the website with x or G, indicates insufficient history to be considered rated but use caution if using these players. See 5. Contact Shaffer for clarification on an individual.
- c) Rated players must have a minimum of 2 weeks with that team to be eligible in last match of a schedule or in a Final Position Week or Playoffs.
- d) Teams will not be penalized for rated players that improve over the season.
- 5) Classified Leagues (non-Handicap that utilize a team cap) using New or non-rated players must ensure players cumulative rating, as listed on the current league's standings, does not advance the team over the league's parameter. Cumulative ratings are compounded weekly, not to be confused with one night's performance.
 - a) It is the team's responsibility to ensure new or non-rated players do not advance over the parameter.
 - b) Non-rated players include players listed on the Master Player Ratings with X or G.
 - c) Final "cumulative" rating will not change at the end of the season and is utilized in the playoffs.
 - d) Teams using non-rated players that field a team over the league's parameter will automatically lose wins equal to the total number of games a player participated. See 4a.
 - e) Must have a minimum of 3 weeks with that team to be eligible in the last match of a schedule, or in a Final Position Week or Playoffs.
 - f) Teams limited to only two offenses per season before removal from the league.

- 6) Handicap Leagues: players submitted in registration will be pre-programmed with the most current rating available, not necessarily your master player rating.
 - a) Substitute players may be manually entered at the dartboard when setting up for a night match. Players will use their highest known rating from the website or current league.
 - 1) New players that did not declare a rating (see #7) should use: Ladies 16.0 & 1.6; Men 25.0 & 2.5. HOWEVER you may enter, in your best judgement a players skill rating as long as they don't shoot two points over to avoid losing wins.
 - b) Players listed with 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 players ratings 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 in Final Position Week and no new players added the last scheduled week or Final position week.
- 7) NEW Players (see page 12): to declare an estimated temporary player skill rating complete & record 10-games of Count-up; add your "scores" together and divide by 10. First time players will improve. In Classified leagues we strongly suggest adding 1 or 2 full points to ensure sufficient room. If in doubt, complete an additional set of count-up games. Do not 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.
- 8) Shaffer reserves the right to review/adjust the ratings of all players & teams accordingly.
- 9) 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.
- 10) Players must have proper picture identification if requested. The match may be played under protest if refused.
- 11) 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.
- 12) Players may request a re-rate consideration due to a medical condition or (x) inactive player status.

Handicapping is available to provide every participant with 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) Teams may add a new non-established player up through the last 3-weeks of the season. After that, only a rated or player "currently" participating within the entire Shaffer league system may play, except:
 - a) No new subs the last match of your scheduled rotation includes the final position round.
- 2) 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. Players may request to be permanently removed from a team for the season. The player is permitted to play on another team in that same league.
- 3) **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.**
- 4) A match may start with missing players skipping over the player allowing no score to be registered. Players may join upon their arrival.
- 5) **Failure to type in a player's complete name (not just a first name or nickname) may result in automatic loss of games. Complete names please, you are doing that player an injustice and possibly saving your team wins. See D11.**
- 6) REMOTE PLAY: We recommend you email us before 3pm (if possible) the night of handicap league for us to add substitutes, otherwise you may need to enter MPR ratings before starting cricket.

F. SCHEDULING



- 1) **Expect schedule changes the first week of league or so.** We will email out any major schedule changes but it is the captain's responsibility to double check for any changes on the dart board.
- 2) Matches are to start on real time, NOT BAR TIME. A 15-minute grace period is permitted BUT is a courtesy and should be used rarely or in extraordinary circumstances. Forfeit may be declared after the 15-minute 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, calling the home team's location and leaving a message the night of in not sufficient for a reschedule (not Shaffer).
 - a) Teams present for a match MUST register a FORFEIT on the machine. Forfeits may 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 is not recorded on the dartboard the night of the scheduled match. 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 day or time in the event of a reschedule.
- 4) Start Times: Saturday Dbls 4:30pm; Sunday Mix Dbls in Dayton 6:30pm and Springfield is 4:30pm; all other leagues start at 7:00pm.
- 5) Inclement weather may be the reason to postpone. **No team is expected to play when weather alerts have broadcast warnings declaring various conditions that are unsuitable for driving.**

SHAFFER DOES NOT CANCEL MATCHES.

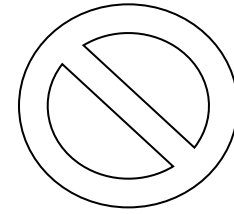
Mutual consent is not necessary for a postponement however, requesting team must contact the other captain, immediately notify the league office with the make-up date.



In the past, if majority of teams in a league did not play due to hazardous weather, we will extend the season but that decision will be determined the next day, not the day of.

- 6) **"POS RND"** on schedules 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 any forfeit matches 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, teams receive all game losses. NO DEALS!**

G. **FORFEITS**



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

- 1) **To receive credit for a forfeited match, teams must physically REGISTER a FORFEIT on the dart board.** Select your team as BOTH the Home and Away team, A screen appears asking you to confirm forfeit.
 - a) League fees must be paid, write Forfeit on the envelope. The forfeiting team's fees will be deducted from their year-end payout.
 - b) Teams registering a forfeit will receive the majority of match game wins, teams forfeiting a match receive 0 wins/all game losses. Both teams are still responsible for team league fees.
- 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 from the league, 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 Championship League)



- 1) Following the conclusion of the Championship League, all teams from a league is combined for a single elimination tournament, scheduled on your regular league night, lasts appx 5 weeks. Playoffs begin 2 weeks after the last league finished.
- 2) Seeding of team shall be determined by the final weeks winning percentages where they finished respectively in the league. All 1st, 2nd, & 3rd ranked together, followed by the remainder of the league teams.
- 3) Emergency substitution clauses exist ONLY in playoffs, not position week. Using the team's lowest qualified missing player 19.0 and higher may use a player 25% lower; 16.0-18.9 may use 15% less than; 15.9 and lower may use 12.9 and lower. It is the team's responsibility to have qualified players if a situation arises.
- 4) Players may only play on one team in the same league.

I. **LEAGUE FEES & ENVELOPES** (see page 11)



Player league fees returned to players in cash and awards.

- 1) The HOME team is responsible for providing a league envelope with the proper fees collected for both teams and ensure the envelope is deposited into the scheduled HOME machine. See page #11. Good practice is to deposit the envelope before the first beer, I mean first dart is thrown.
 - a) **Remote teams be very specific with your details to receive proper credit- circle your team.**
 - b) Print LEGIBLY the match **date, league, & teams.** Printing the captain's last name only helps us identify the match, no wins necessary.
- 2) League fees are required to be paid in all scheduled matches, forfeits, and in Position Week byes.
 - a) *SPRINGFIELD BYES- byes are paid in ALL "scheduled" bye weeks, excluding remote. Dayton and remote leagues do not. *Check your individual league messages for bye status.
 - b) Actual leagues fee amount is printed on your "Game Match Setup" sheet provided in your packet.
 - c) Teams scheduled a BYE in a position week are awarded the majority of match wins.
- 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, less the cost of awards, is paid back to teams based on wins typically 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.

J. LEAGUE AWARDS

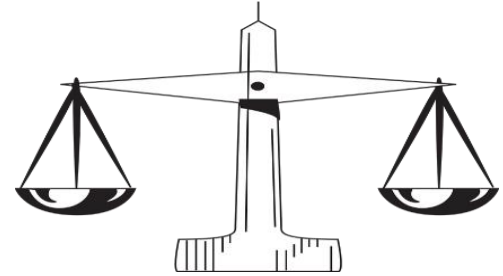


- 1) Fall & Winter Season leagues receive 1st–3rd place individual awards & 1st - 2nd sponsor plaques. Top lady/male darters that do not miss more than 2 weeks may receive a Top Shooter award.
- 2) Dayton Championship 1st place division teams receive individual awards & sponsor plaque. Top lady/male 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) Springfield Traditional receive 1st – 3rd individual awards; 1st - 2nd sponsor plaques. Top lady/male will receive “Allstar” award, may not miss more than 3-weeks.
- 4) Award criteria, subject to change at the captain’s meeting.

K. LEAGUE PLAY PROCEDURES



***We strongly recommend
both Captain’s set
the board up together!***



- 1) **DO NOT INSERT GAME MONEY UNTIL BOTH TEAMS ARE (or ON-LINE) READY TO PLAY.**
- 2) Review your team’s line-up before starting, including handicap ratings. If you start the match and then realize you forgot something, **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 games already played, typically after game #1. Team making an Ooops is responsible for those game costs, typically only the first 1 or 2 games.
- 3) From the Main Menu, use the yellow buttons on the right side to maneuver the menu arrow up and/or down to highlight “League Mode”; press the bottom red button to select and then again to Play League (Local or Remote). Other options include View Standings or View Schedules.
 - a) Next, select your league from the menu, press enter. An option appears to “check cameras”, regardless choose Yes- both cameras are working. matches must be played. Please report non-working cameras to the location, they will contact Shaffer for further service.
 - b) Choose and select your team’s name from the list, the next screen will ask if you are the Home or Away team according to the schedule. You will now be asked to choose your opponent.
 - c) Once you choose opponent, select play local for traveling leagues or Play Remote if your league is setup for Remote Play.
- 4) Next is Roster Set-up option, you have options to substitute or rotate players, and/or edit handicaps.
 - a) To Rotate Players: arrow to highlight the player to be switched, press enter, your team list will appear. Highlight the player, press enter it will automatically rotate players.
 - b) Substitution: indicate the player to be substituted then select from your teams list the player rotating in.
 - 1) New Substitute not listed on your team, select down to “New Substitute” at the bottom of the screen. A diagram appears, tap the dart board accordingly to enter the new players first and last name. It will be displayed in the lower lefthand corner as you tap.
 - 2) First and last names are required to avoid automatic loss of wins as well as controversy.
 - c) Handicap leagues MUST enter ratings. Once you have your player(s) listed for the match, highlight the player then press the BULL to edit PPD & MPR ratings. The board will prompt you to enter these ratings. NOTE: If NO ratings are entered, the board will automatically calculate and apply the highest player ratings that match. 0. See Players.

- d) The board will ask you **“Are You Sure”** to continue? Be sure all your changes if any are completed. At this point you should double-check EVERYTHING before you continue. **You will not be able to make any further changes nor use the “back-up” feature once league begins.** (see #2).
- e) Away team will follow the steps above.
- 5) Select “Start Match”, teams may deposit all game credits required.
- 6) Back-Up feature will allow teams to fix little mistakes in certain situations. To back-up a dart, have the OPPOSING team captain press the “TOP” arrow up button. It will give you the option to back-up 1-8 darts a game. See O. #8
- 7) **REMOTE PLAY:** Some leagues may have “Remote Play” option activated. **It is 100% essential for the two captains (or delegates) to maintain an open positive communication with each other throughout the match.** Captains must provide a valid contact number the night of league as listed on your hard copy schedule. PLEASE be especially considerate when playing remote. Work with others to resolve issues and PLEASE PLEASE PLEASE be prepared to shoot when it is your turn.
 - a) **REMOTE Board Issues: Board not connecting to your opponent. Make 100% certain (double check) you have entered the CORRECT home & away teams according to the schedule.**
 - b) Loss of Connection: if play is interrupted, due to loss of internet, weather, or electric loss the board will send a message to the opposing team match play interrupted. Board will offer to “Resume Match” or “Suspend League Match” (this will save the information until the match may be completed). Do Not Answer until you confer with the opposing team.
 - 1) Suspended Match continuation. At least one team must play on the original dart board from which the error or malfunction occurred. 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.
 - 2) Under no circumstances should a team just leave a board in league play.
 - c) Un-throw or back-up a dart, a player (if warranted) may back up his own first two darts thrown. If the 3rd dart is warranted, press the middle DOWN Arrow Button to pause the game and signal, call or text the other team and explain the situation. If both parties agree, the opposing team will press the Top Arrow Up button to un-throw the last dart. It is OK to give the benefit of doubt. See O. #8.
 - d) Camera Malfunction: **The match must be played regardless if cameras are working or not.** Inform the opposing team of a camera malfunction. Teams may choose to move to another board if available. Cameras MUST NEVER be covered up! This action may result in forfeiture of all wins and the team suspended from the leagues.
 - e) **A “Shot Clock” may be implemented. Each player will have 60-seconds to throw a dart.** If you need to take a short break (SHORT BREAK) in between sets, contact the opposing team. This should not be after every game though.
 - f) Recorded videos of a match are on file and may be reviewed by the office after a match.
 - g) We recommend you email us before 3pm (if possible) the night of handicap league for us to add substitutes, otherwise you will need to enter MPR ratings in team setup before starting cricket matches.

L. PROTESTS



- 1) Refusal to play a match is not permitted and will be considered an automatic loss on your team, play the match under protest. IF a team refuses to play the match for any reason simply register a forfeit on the dart machine and contact the league director the next day.
- 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) Protest fee is \$25. Must be submitted in writing (not verbal or texted that night, an e-mail is permitted) to Shaffer within 48 hours after the match. Provide details in a clear, clean, & concise manner and what rule(s)

were broken. No fees will be deducted from your team's payout in the event the league director or selected board agrees with your protest. Fee will be deducted from your payout if the team loses protest.

- 4) No official protest situations will be discussed or finalized the night of play with the league director.

M. SPORTSMANSHIP

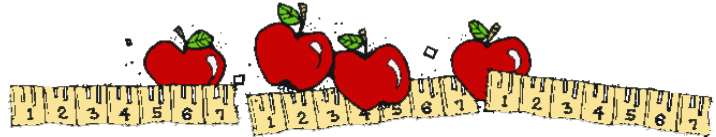


Players are required to always conduct themselves in a positive manner. Misguided competitiveness is not an excuse! Drinking is not an excuse! Any individual or team that destroys property, conducts themselves in an abusive or unethical manner, attempts to continually harass or distract an opposing team-directly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

N. GENERAL MATCH RULES

Common sense and good sportsmanship must prevail!

Know the Rules



- 1) Players are expected to be online ready to shoot when it is their turn.
- 2) Practice (includes playing in another league or tournament) on a board is not permitted once 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 have the option of passing on any.
- 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 possibly lose turn or game.
- 7) A dart thrown before the Throw Dart message is considered thrown.
- 8) IF the board malfunctions on a dart that sticks in the board but does not activate may be manually scored by the opposing captain. This includes the Last Dart winning dart.
 - a) A thrown dart that flights, does not stick or score may not be manually scored or re-thrown.
- 9) Back-Up feature will allow teams to fix mistakes in certain situations, however once a game is over you will not be able to back up any darts. To use this feature, press the "TOP" arrow up button, it offers 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 partner's score.
 - 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 / un-throw any 3rd darts thrown. See #10. C.
 - e) **" ?? " displayed on a dart that sticks may be manually scored**, a dart that does not stick or register may be backed-up and rethrown.
 - f) You are not permitted to use the backup dart feature to better your score/throw. Example: you throw 2-darts on your partner's 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.
 - g) In REMOTE PLAY, you must contact the opposing team before backing up darts, the opposing team must assist in this process.
- 10) If a player wins the game while throwing out of turn, OR accidentally touches or pulls a dart out that registers a win, contact Shaffer the next day to have the scores adjusted accordingly.
- 11) 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 the win.

12) The HOME team/sponsor has the privilege of choosing the dartboard.

13) **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 at that point.

a) If machine does return to play mode, the offending team is responsible for any lost game credits if any.

O. DARTS (see page #10) & 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 $\frac{3}{4}$ ", 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 your foot makes contact with the floor over the throw line. A player must receive a warning from the opposing captain. If the 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.

P. DART MACHINE MALFUNCTION

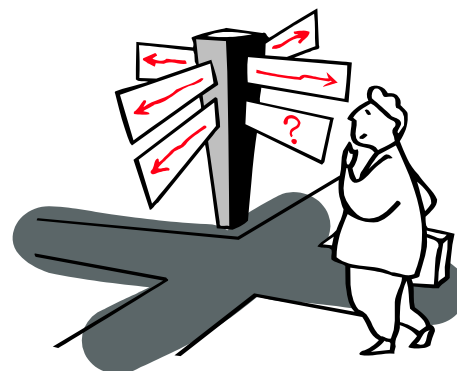


- 1) If a board freezes, the home captain may (with permission from the location) unplug the dartboard for 5-seconds then plug it back in. Be careful not to unplug other equipment. In most cases, the board will fix itself and prompt you that "league play has been interrupted", continue, "YES"!
- 2) If 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) If a player hits the board hard enough that blanks out the machine and the match cannot continue requiring further service is an automatic loss of all match wins of the offending players team, regardless of score to that point; opposing team will receive at least majority of wins or actual score which ever is greater to that point.
- 4) Stuck segment, both team captains should go to the board. The opposing captain 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.

Q. GENERAL PLAY INSTRUCTIONS

*Game Instructions are
Displayed on the Dart Machine.*

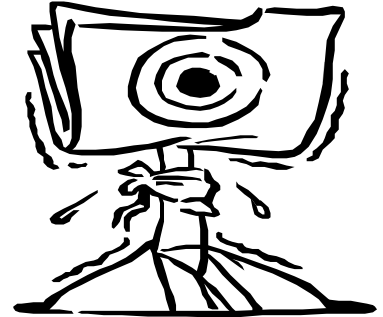
- 1) General Rules of '01 type games require that a player start with 301, 501, or 701 points and attempt to throw until a player reaches 0:
 - a) When a player reaches zero and his partner's score(s) is equal to or lower than opposing teams, the game is over.
 - b) If the game score is in a tie, the team-reaching zero first wins.



- c) A player is "Frozen" if their partner's score is higher than the combined score of their opponents, the team will bust in an attempt to win the game. A player may throw to lower their score.
- 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 Shaffer leagues.

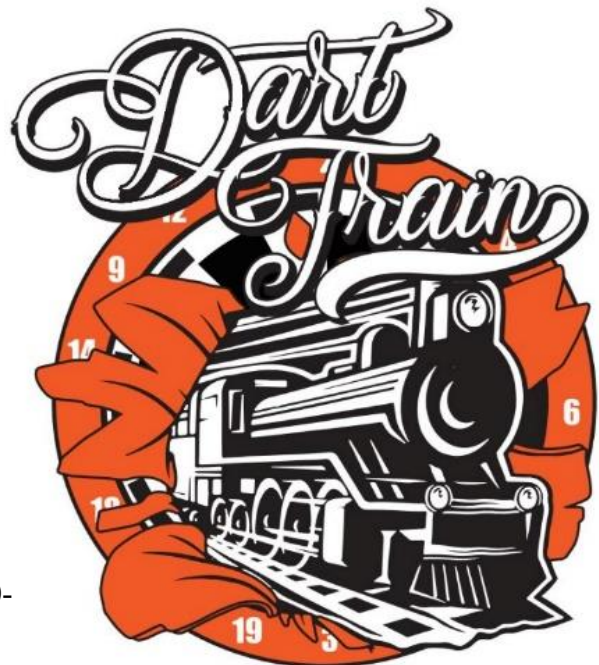
R. LEAGUE GUIDELINES & FORMATS

These league guidelines are meant to provide a foundation for an enjoyable experience playing darts. Never allow misplaced competitiveness to replace the real purpose of the league, which is to have FUN! Common sense and good sportsmanship will always resolve a problem.



- 1) Have Fun!
- 2) Game formats are enclosed in your packet. **DI/DO: Double In/ Double game rule of thumb:**
 - a) **All leagues must use the True Outer Dbl ring to enter a game, NO part of the bullseye is permitted.** If a player Bulls in, the opposing captain must back that dart out, the player is permitted to throw any "remaining" darts, if any. You are not permitted to re-throw a Bull in dart.
 - b) **Handicap Leagues** may BULL out or use the True Outer Dbl ring to win a game.
 - c) **NON-Handicap Leagues** may not bull out, must use the true Outer Dbl Ring- No part of the Bullseye. If a player Bulls out to win the game, automatic loss. Contact Shaffer the next day to correct the score.
- 3) Classified League Parameters: If the player total is over the parameter, the team must arrange another combination of players to avoid the loss of wins. This process should be calculated each week as you change or rotate players. See "Team & Players".
- 5) Classified: Open AAA Trips-87.0; Open B-78.0; Open A-87.0; Open AA-96.0; Open AAA 114.0. Springfield Monday C & B TBA, A-85.0; Thursday AA 96.0 & Master's 110.0.
- 6) In a Mix Dbls League: ensure player rotation designates a lady in the EVEN #2 position (Men are ODD #1).
- 7) League information (changes, position weeks, etc..) will be posted on the darts standings section and as a "League Message" for all teams to view at the beginning of league play.
- 8) You are not permitted to change the team's line-up once play begins, this includes the last game.
- 9) *And Thanks..... For Playing With US!*

Visit The
Dart Train
For all your Darting supplies!
 5080 Brandt Pike Huber Heights, Oh
 (937) 233-0407



League Envelopes

The use of envelopes is strictly a financial decision between Shaffer and your sponsor.

Teams may deposit envelopes at the beginning of a match, NO wins are necessary.

* EXAMPLE *

 DART LEAGUE Match Team Fee's Please Print Legibly		
Date 12/28	League Name WED ² HANDICAP	Amount \$ 40. ⁰⁰
Home Bar & Team Name MY FAVORITE BAR MORE GOODERK	Wins ☒	Visiting Bar & Team Name YOUR TAVERN FARAH'S FAUCETS
Home Captain Last Name X MILLER	Visiting Captain Last Name X HIGHLIFE	

TRAVELING LEAGUES

Home team responsible for collecting both teams Fees,
\$5 per player.

Print Legibly

READ READ READ READ READ

Deposit envelopes in a board where a mail slot is located on the **"RIGHT"** side of the board **ONLY** (and on some pool tables).

"NEVER" in a Red board. **Never** on the left side of a board. **And Never** in the Rear of a board.

Print Legibly

REMOTE LEAGUES

Be **"TEAM"** Specific

* EXAMPLE *

 DART LEAGUE Match Team Fees Please Print Legibly		
Date 12/25/22	League Night / Name SUN MIX DBLS REMOTE	Amount \$ 10. ⁰⁰
Home Bar & Team Name MY BEER BAR IT'S MY PARTY	Wins ☒	Visiting Bar & Team Name THE WINE BAR I'LL CRY IF I WANT TO
H-Captain Last Name SEAGRAMS	V-Captain Last Name SEVEN	

Circle Team Submitting Fees if Remote League

League fees Now \$5 per Player

Print Legibly

Remote teams playing against each other in the same location use 1-envelope and play on 1-board under regular "Play League" mode, not remote!

Refusal to sign an envelope is a myth. Captain's last name only helps ensure proper credit for the match.

And THANKS... For Playing With US!

T. New Players

Players are rated and/or ranked in '01 type games like 301, 501, 701, etc.. by a Points Per Dart or "PPD" method, cricket games rate players by Marks Per Round or "MPR". These ratings are used in Handicap leagues to equalize the different skill level of players. In Classified leagues (non-handicap) like our Championship or Traditional season programs use these ratings to form teams within a certain team cap.

In Handicap leagues new players are urged to declare temporary skill rating to start the first week of league or the highest league average will be automatically be applied. In classified (non-handicap) leagues you are indicating that your rating will not advance the team over the leagues parameter causing the loss of team wins. Do not under estimate.

To declare a rating play and record 10-games of Count Up- an easy game to play located on the dart board under the "Other Games" menu. The goal is to score the most points you can. You start with 0 points, throw 3 darts a turn for a total of 8 rounds. At the conclusion of the game, record your score. After you've played 10-games, add all the scores together and divide by 10 (or just move the decimal point as my son would say). Follow the guidelines in the example to calculate your cricket MPR rating. If in doubt, complete and record a second set for comparison. In most cases, you will improve the more you throw. Do not under estimate.

Player		New Player Name
Game	#1	17.53
Game	#2	22.35
Game	#3	21.01
Game	#4	15.33
Game	#5	23.01
Game	#6	20.56
Game	#7	16.77
Game	#8	17.34
Game	#9	19.98
Game	#10	21.45
Total Score		196.33
Divide by 10 = temp Rating		PPD = 19.63
		MPR = 1.96

Player _____	
Game #1	
Game #2	
Game #3	
Game #4	
Game #5	
Game #6	
Game #7	
Game #8	
Game #9	
Game #10	
Total Score	
Divide by 10 = temp Rating	

Player _____	
Game #1	
Game #2	
Game #3	
Game #4	
Game #5	
Game #6	
Game #7	
Game #8	
Game #9	
Game #10	
Total Score	
Divide by 10 = temp Rating	

Player _____	
Game #1	
Game #2	
Game #3	
Game #4	
Game #5	
Game #6	
Game #7	
Game #8	
Game #9	
Game #10	
Total Score	
Divide by 10 = temp Rating	