DARTS

captains guide

Midwest Coin Concepts

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Midwest Coin Concepts
Dart League Captain's Guide

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Introduction

This Captain's Guide has been compiled to help the leagues function as smoothly as possible. It contains operational information, league procedures and league regulations. Knowledge of the contents of this guide is mandatory for all team captains. Most disputes arise as a result of a lack of understanding of league policies and/or procedures. A basic knowledge and understanding of league policies and procedures will allow the leagues to function properly.

This guide book is not intended to, and will never be able to address all questions that may arise during the league season. We, at the League Office, will address each question not answered in these pages, as they occur. The decisions of the league office **WILL** be final.

By-laws and League Regulations
1) **Objectives**
   A. Leagues shall be non-profit, non-stock organizations
   B. Their objectives shall be to stimulate an interest in the game of electronic darts on a local basis while promoting sportsmanship goodwill and unity among players.
   C. To provide standardized rules, methods, scoring procedures and statistics necessary to promote the competitive spirit through a structured organization and yet retain the social benefits of a friendly, yet competitive sport.
   D. To provide a system of accountability and guarantee of league funds.
   E. To provide a system of recognition for both team and individual accomplishments resulting from league play.
2) **Regulations**
   A. Members of Midwest Coin Concepts Dart Leagues, sponsor locations, teams and players, shall be entitled to the rights and privileges of the league association and are subject to the rules and regulations of the league organizations.

Player Classification
Players in the Midwest Coin Concepts Dart Leagues have been classified according to skill level. This classification insures that players who display the highest levels of skill amongst all players will be allowed to play against other players of like skills only. The classified player list will be included in all team packets.

1) Teams with one or more players listed as **Masters** players must play in the highest skill level available on that night of play for that game in that area. (The league office may designate, or a league area may vote to establish certain nights and/or games as **"no master list player"** nights of play.)
2) Teams with one or more players listed as **advanced** players will not be allowed to play lower than the second highest skill level available on that night of play for that game in that area. Teams with two or more **advanced** players **may** be placed in the highest level of play by the league office. **Decisions of the league office are final.**
3) Players listed as **Master** players may not sub on any team, other than those in the highest skill level available. Players listed as **advanced** players may not sub on any team lower than the second highest skill level available.
4) The penalty for non-compliance of these rules will be a **loss of all games played** by the offending player.
5) The classification of players on this list is designed for league play only.

Rosters and Substitutions
1) Four person teams may carry up to **8 total players** on their roster.
   Two person teams may carry up to **4 total players** on their roster.
2) Substitutes may be added to a team roster at any time up to the final two weeks of the season. **(AS LONG AS A PLAYER IS ON THE ROSTER PRIOR TO THE LAST 2 WEEKS OF PLAY HE OR SHE MAY PLAY THE LAST 2 WEEKS OF PLAY EVEN THOUGH THEY HAVE NOT PLAYED IN ANY PRIOR MATCH)** Any other players added to a team after the limit or during the last two weeks of the season will be deemed illegal players. Violation of these rules will result in the **loss of all games played** by the offending player. Any player listed on a roster must stay with that team once that player has played for that team. Any player listed may be dropped from that team or play for another team as long as that player has not played for that team. (Exception: Leagues that use "Rotating" subs.)
3) If a team dissolves, those players may play for another team as long as all other requirements are met.
4) Players may **not** sub for more than one team in a league. (League is defined as those teams played with or against during the league season.) (Exception: Leagues with "Rotating" subs.) Players may sub on more than one team on any given night if more than one division of play is offered and all other requirements are met. Handicaps do not carry over from another league. Anyone playing in a league for the first time will throw with a 0 handicap.

5) All league players must be of legal drinking age. (Except in areas voted differently.) The age limit for ALL tournaments is 21.
6) All players must meet sanctioning requirements set forth by the league office before the start of each season. Players need sanction only once each calendar year for all leagues played in.

Rescheduled Matches and Forfeits

1) **It will be the team captain's responsibility to notify the league office any time a match will not be played as scheduled. Please call 320-258-5957 and leave a message or send email to bkulkay@mwcoin.com.**
2) There will be a 30 minute grace period after the specified start time. If the opposing team arrives after the specified **start time**, the match will begin immediately. **No practice darts will be allowed unless agreed upon by the opposing team captain.** After the 30 minute grace period the captain of the team present will have the following options:
   A. Continue to wait for the tardy players.
   B. Start the match if at least two players from the opposing team are present.
   C. Declare the match a forfeit and follow the forfeit procedures.
3) If a team is missing a player or players at the time to start a match, a substitute may be chosen from patrons of the location. Subs must not be a player on another team in that league and must meet all other sub requirements. If the match is in a mixed league, the sub must be of the same sex as the missing person. If a team is missing a player, and a sub cannot be found, the match may still be played. When the missing player's position comes up on the score sheet, that score is passed. If two players are missing, the same procedure should be followed. Games in which the two missing players are scheduled will be losses. If three   players are missing the rules of the opposing team captain's options will apply. **If a team starts a match with a missing player, and then a player becomes available, that player may complete the remaining games only.**
4) The four, or two, players that start a match must finish the match unless the match starts with less than a full team. (See #3). Penalty will be loss of all games played by the offending   player(s).
5) At least six (6) hours notification before the scheduled start time must be given to the opposing team captain to reschedule a match. (24 hours is recommended.) **The league office must be notified of any match not played when scheduled. (The league office reserves the right to rule on cases with extenuating circumstances.)** Failure to follow these procedures will give the opposing team captain the following options:
   A. Reschedule the match for another date.
   B. Declare the match a forfeit.
   C. Ask the league office to set a date and time for a make-up match. (This option will be used if the two teams cannot agree on a make-up date.) It is the responsibility of the team requesting that the match be rescheduled to contact the opposing team captain to arrange the date and time of the make-up match that is convenient to the opposing team. **Please notify the league office of the date a match will be made up.**
6) **If a rescheduled match is not made up by the end of the season, the original team that requested the make-up (or the no-show team) will be given the forfeit.**
7) **In the case of a forfeit, forfeiting team is responsible for paying both teams weekly fees. Forfeiting team may also lose one week's worth of wins. Fees not paid by the end of the season will be deducted from the league payback checks. IN THE CASE OF INTENTIONAL FORFEITS, THE LEAGUE OFFICE RESERVES THE RIGHT TO RESCHEDULE THE MATCH**
9) The forfeiting team will lose all wins in the match. The team receiving the forfeit win will receive all wins in the match. For example, on a 13 game format, the forfeiting team will receive a 0-13 score. All player fees are to be paid on a forfeit. If a match to be played is a "Forfeit" select the team to be awarded the forfeit both as "Home Team" AND "Visiting Team" Answer "Yes" to, Is this match a forfeit?
10) Two forfeits by a team in any one league season **may** result in that team being dropped from the league. (Reasons will be reviewed.) Any team dropped from the league will forfeit all monies paid. Teams that forfeit the final two weeks of a season will automatically be dropped. If a team is dropped from a league, matches against that team will be handled in one of two ways:
    A. In a single round robin schedule all wins & losses from matches against that team will be subtracted from the team standings of all teams in that league.
    B. In a double round robin schedule all wins & losses will be subtracted if a team drops out   before the first half of the schedule is completed. If a team drops out after the first half of the schedule is completed wins & losses from matches in the second half only will be subtracted, if all first half matches were played.
11) Teams that move **any scheduled home match** to another location without prior approval by your **sponsoring location and our league office,** will be penalized in the following manner. Teams will be charged a $20.00 fine per occurrence. This fine will be automatically deducted from your teams league payback check.
12) Teams that move their home location during league season will be dropped from that league. **The only exception to this would be if the location owner gives written permission to Midwest Coin Concepts to allow this team to move to another sponsoring location.**

Protests and Grievances

1) Authority to protest is reserved for team captains involved in the match creating the protest.
2) Protests must be in writing and received at the league office within 48 hours of the match creating the protest.
3) A $20.00 protest fee must accompany all written protests. This fee will be returned **only** if the protest is upheld.
4) The league office will contact the captains involved in an effort to resolve the dispute. If that fails, a grievance committee will be assembled. The grievance committee will be made up of the following:
   A. League coordinator.
   B. Two location owner/manager representatives.
   C. Two team captains from other leagues.

Captains Duties and Responsibilities
1) Shall be present at or send an acting captain to all league meetings. Any team not represented at a league meeting will forfeit all voting rights for that meeting.
2) Shall instruct their players as to all league rules and requirements.
3) Shall be responsible for informing their players of their next match or any schedule changes.
4) **Shall be responsible for informing the league office of any matches that will not be played as scheduled.**
5) Shall be responsible for settling disputes that may arise during league matches. Please consult this guide for any question pertaining to any dispute. (For unsettled disputes see **Protests and Grievances.**)

Scheduling
1) Schedules will be determined by the league office. First week pairings are determined by the computer.
2) Any time a schedule is changed after the season starts, a copy of that new schedule will be posted on the website, captains will be notified by text message.
3) Any match not played when originally scheduled **should** be played before or within two weeks of that match's scheduled date. If unable to do so, the team captains should contact the league office. All rescheduled matches not played by the end of the season will have the proper forfeits awarded. **The league office reserves the right to make decisions on matches with special circumstances.**
4) Teams will be placed into division based on skill level whenever enough teams allow. Decision of the league office shall be final.
5) Leagues may play position rounds during the season. A position round is the same as a regular league night. In leagues with an odd number of teams, the last place team will not throw in the position round but will receive a percentage score based on team wins.(regular players will get credit for games played, not subs) Because wins & losses are given, the weekly player dues must be paid. The previous week's standings, if all matches have been played or not, will be used to determine pairings for position rounds.

Fees Paid
1) Weekly player fees each match will be voted on by individual leagues.
2) A secretary fee for a full season (Based on 12—14 weeks) of $20.00 for a 4-person team and $10.00 for a 2-person team will be deducted each season. League seasons extending longer than 14 weeks will be calculated on a per week basis.
3) All remaining money will be distributed back to the teams on a per win basis.
4) Sanction fees will be deducted from the team payback checks at the end of the season.

Handicaps
1) Handicaps are used to insure the most attainable level of competitiveness possible.
2) Handicaps are based on percentage of skill level of the regular players in a league.
3) No player will have a handicap the first week of play. (Players must play at least one week to establish a skill level in relation to other players in the league.)
   A. If, for any reason, a team has not established a handicap neither team will use a handicap in that team's first match.
   B. All matches scheduled for the first week of play will be made up with neither team using a handicap regardless of when the match is made up.
4) Any new player being used that does not have a handicap established on that league's current player standings will shoot with a **zero** handicap.

Note:	If the game's round limit is reached:
Cricket :	**The team with the most points wins.**
01 :	**The team with the least combined points wins.**

League Standings

1) League standings are available on our web site at **www.mwcoin.com.**
2) **If you would like a copy emailed to you each week, please contact Becky at 258-5957.**

General Rules of Electronic Darts
1) It is the responsibility of the player shooting to see that the machine is set to that player's proper player position prior to throwing any darts.
2) The foul/throwing line is to be set with the front edge of the line (closest to the machine) exactly 8 feet (96") measured horizontally from the face of the board.
3) All players must throw from behind the front side of the foul line. Players may lean over the line, but must stand with their feet behind the front edge of the foul line. The thrown dart must contact the board before a player's foot touches the floor beyond the foul line.
4) Each player has a maximum of three darts per turn. It is not required that a player throws all three darts on every turn. A player has the option of passing any or all darts on any turn.
5) Any dart is counted as a dart thrown whether or not it registers on the machine. A dart counts as a dart thrown if it hits the board and bounces out or if it misses the board completely. A player may not throw any darts over. No darts may be manually scored.
6) Darts must be thrown only when the machine instructs the player to "throw darts". Darts thrown before the machine instructs the player to throw are considered dart(s) thrown and may not be thrown again on that turn.
7) A player may not touch the board to remove darts until the machine instructs the player to "remove darts".
8) The score recorded by the machine is the score that player receives. **The board is always** **right.** The **only exception** is the last, or winning, dart that meets the following criteria:
   A. The last, or winning dart, must stick.
   B. The machine was displaying the "throw darts" message and all other rules were followed.
   If these criteria have been met, no matter if the machine fails to score or scores incorrectly, that player/team will be awarded a win in that game. (Example: The player's score is 24 at the start of that turn. The player throws a dart that sticks in the double 12 but does not score. Since it was the "last, or winning dart" it is recorded as a win.)
9) The home team decides which machine the match will be played on. The match will be completed on that machine unless there is a mechanical problem or both team captains agree to move to another board.
   If the machine locks up on any one dart (dart must stick) the player throwing should ask the opposing team captain to press the player change button until the machine is advanced back to that player's shooting position and remove the dart. The player may then throw their remaining darts.

'01 Game Rules
1) The game is 301 or 501, In-Any Out with fat bull (50 points).
2) All players start with either 301 or 501 points and attempt to reach zero. (unless it is a handicap league)
3) When any player reaches zero, the game is over. The team with the lowest combined score (both team members) wins that game. **The team that reaches zero wins if the game score ends in a tie.**
4) Feats tracked for determining points per dart (PPD) are done so by recording **points remaining and total darts thrown** on your score sheet. The method of calculation used will be Total Points Scored divided by Total Darts thrown.

Cricket Game Rules
1) The object of cricket is to close all numbers used in the game of cricket while scoring more points than your opponent.
2) Scoring in the game of cricket is accomplished by "closing" the following numbers on the dart board: 20, 19, 18, 17, 16, 15 and the bulls-eye.
3) Closing a number means scoring three "marks" on that number (three singles, one single & one double or one triple).
4) A number may be hit to score points once it has been closed. Scoring will be awarded the same as in the game of 301.
5) A "double bulls-eye" will be used in the game of cricket. An outer bulls-eye will count 25 points or one mark and the inner bulls-eye will count 50 points or two marks.
6) A team that closes a number may score on that number until their opponents close that number. Once both teams have closed a number it cannot be scored on again in that game.
7) If your opponent has a number closed and your team has that number partially closed you receive credit for the marks needed to close that number only. (Example: Your opponent has the 19 closed and your team has two marks on the 19. You hit a triple 19. You are credited with the one mark it took to close that number.)
8) The game is won when the team or player that has the most points closes all the required numbers making it impossible for the opponent to score.
9) A "hat trick" in cricket must have all three darts score in the bulls-eye. (Example: One dart in the center bulls-eye and one in the outer bulls-eye is a three mark round but is not a hat trick.) Note: It is possible to get a hat trick and a five or six mark round.
10) Feats tracked for determining marks per round (MPR) are done so by recording **total marks scored and actual darts thrown**. The method of calculation used will be Total Marks divided by Actual darts. This figure is then multiplied by

3 (to convert to rounds) =   MPR.

Fouls

The following items constitute a foul. The commission of a foul may lead to loss of turn, loss of game, loss of match, expulsion from location or expulsion from the league. The team captains will make decisions concerning fouls. If the captains cannot reach an agreement, see "Protest Procedures."

1) Distracting behavior while a player is throwing is not allowed. (Throwing on an un-coined board is considered a foul.)
2) Coaching a player at the line is permissible however, once a dart is thrown the player shooting may not leave the throw area. Any player leaving the throw area after a dart has been thrown forfeits any remaining darts in that turn.
3) Either foot may not make contact with the floor in front of the throw line before the dart makes contact with the board. Penalty is loss of next turn.
4) Intentional stalling or unnecessary delay of the match, as judged by the team captains, will   result in loss of turn by the offending player.
5) If a player ends the game in a round in which that player or that player's partner committed a foul, as judged by the team captains, that player/team loses that game. (The win is awarded to the next player scheduled to throw.)
6) It is each player's responsibility to see that the machine is displaying that player's position prior to throwing any darts. If a player throws while the board is displaying another player's position, play is stopped immediately when the infraction is notice. The following rules will   then apply:
   A.   If a player has thrown less than three darts the machine is advanced to that player's correct position by use of the player change button and that player is allowed to throw any remaining darts in that turn. The game then proceeds normally. (See C for exception.)
      Example: Player two throws two darts on player three before the infraction is noticed. At that point the game is advanced to the correct player who then is allowed to throw the third dart. The game is then advance to player three and play resumes normally with player three throwing all three darts.)
   B.   If a player throws all three darts on an opponent's position before the infraction is noticed, that player has completed that turn. The machine is then advanced to the   proper playing position and play resumes as normal.
   C.   If a player throws when the machine is displaying that player's partner the following rules apply:
      1) If the player has thrown all three darts that player's turn is completed. The machine is then advanced to the proper playing position and play resumes normally except that both players from the offending team lose their next turn.
      2) If the player has thrown less than three darts when the infraction is noticed the machine is advance to that player's throwing position and that player is allowed to complete that turn. The machine is then advanced to the proper position and play resumes normally except that both players from the offending team lose their next turn. If a player wins the game while throwing on that player's partners score it will result in loss of game for that team.
7) If a player throws in a game that they are not scheduled to play in it will be loss of game for   that team
8) If the right players are playing in a game but in the wrong order play will stop immediately when the infraction is noticed. This infraction will be handled in one of the following ways:
   A.   If the first round of play has not been completed the game will be started over with the offending team coining the board.
   B.   If the first round of play has been completed the offending team will lose that game.
9) Manually scored points are not allowed.
   A.   If points are scored on the opponent's position the game is advanced to the proper position and play resumes normally except that the player that manually scored the points loses that player's next turn.
   B.   If points are scored on that player's score or that player's partner's score the machine is   advanced to the proper position and play resumes normally except that both players from the offending team lose their turn.
10) If a machine resets/tilts the following rules will apply:
   A.   If a machine resets due to a power failure or other reason beyond player control the game will be started over on the same machine or another machine if the problem persists.
   B.   Any machine reset/tilted due to intentional or non-intentional player action will result in loss of game for the team committing the action.
   Note: On any game malfunctions please consult the opposing team captain before doing anything with the dartboard.
11) **Abuse of equipment, poor sportsmanship or unethical conduct, as judged by the league office, may be grounds for forfeiture of the game, forfeiture of the match, expulsion from the location, expulsion from the league, expulsion from future leagues, forfeiture of any monies paid and/or further prosecution**.

Awards

Awards may be ordered through the league office, this will be at the team expense.

Tie Breaking Procedures

1) The following procedures, in the order they appear, will be used to break ties in the team standings for position rounds and final standings:
   - A. Head to Head Competition:
     Matches played between teams involved.
   - B. Common Opponents:
     Matches played between the tied team and the same opponents from that league.
   - C. Team PPD or MPR:
     All players on a team roster are used to determine a team average.

Personal Dart Equipment

1) Tips must be plastic and standard factory issue.
2) Darts may not exceed 8" (inches) in length.
3) Flights may be no wider than 3/4" as measured from shaft to flight edge and may not have more than four "winds".
4) Complete darts may not exceed 20 grams each in weight.
5) Darts may not have broken or cut off tips.

MOMA Tournament Eligibility

1. All Players in a M.O.M.A. Dart Association tournament must be from a team in a league run by a chartered member in good standing with the M.O.M.A. and M.O.M.A. Dart Association; run being defined as: A league in which the week to week statistics are compiled by the league office of that charter operator.
2. All players/teams must compete during regular league play on machines owned and operated by a chartered M.O.M.A. Dart Association member.
3. All participants must be of legal drinking age (21) and comply with the regulation of the locality and state in which they compete in leagues.
4. For the open Team events, you can use 3 regulars from a team and 1 sub to make up the team. They must be taken from that operator's league system and have played 48 games in no less than 8 weeks of league play. From one season only, "no combining of seasons". Teams wishing to enter without 3 original members may do so, providing all 4 players have a minimum of 96 games played in no less than 12 weeks of league play. Stats can be taken from 1 calendar year for eligibility.
5. For team events, stats may not be combined from different leagues (except in the 96 T.G.P. format) or league seasons to be eligible. In doubles events, stats may not be combined from different league seasons to be eligible.
6. Players from two-person team format leagues will be eligible for singles and doubles events, if all other eligibility requirements are met. Two Teams from two-person team format leagues may form a four-person team if all other requirements are met. Must have played 48 games in no less than 8 weeks of league play from on season. "no combining seasons". However, no other substitutes will be allowed.
7. You no longer have to play in an actual mixed league to be eligible to play in a mixed event at state. Providing all 4 players have a minimum of 96 games played in no less than 12 weeks of league play. Stats can be taken from 1 calendar year for eligibility.
8. Singles and Doubles events entrants must have played 48 games in no less than 8 weeks of league play. From one season only, "no combining of seasons". Players can merge from any league as long as it is from that operator's league system.
9. Current, up-to-date, complete stats with the highest P.P.D. or M.P.R., as well as the highest total games played must be submitted, not just the minimum T.G.P. (All players must be entered at their highest known player skill rating.)
10. Required Statistics: Statistics based on actual darts thrown, using Points per Dart and Marks Per Round rating systems are the only accepted formats for tournament eligibility. *Points per Dart: The player skill rating for '01. The calculation is total points scored divided by total darts thrown. *Marks per Rounds: The player skill rating for cricket. The calculation is total marks scored, divided by the total darts thrown, and then multiplied be three.
11. Charter operator/coop league systems are required to specify on each entry the league format under which their players/teams qualified if it is other than '01 any in, any out, 50 point bull. (Example: double in, double out, split bull, etc.)
12. Players/teams must have '01 stats to compete in a '01 event and cricket stats to compete in a cricket event.
13. Players/teams with '01 stats other than any in, any out, 50 point bull. Must play in the highest skill level available for that event for tournament play. Unless authorized by the tournament committee prior to the tournament.
14. More than four players are allowed on a four-person team providing all other criteria are met. Teams with more than four players may rotate players from match-to-match. The four players that start a match must finish that match. The tournament committee reserves the right to rule on cases with extenuating circumstances.
15. There are no subs allowed for any singles or doubles events.

16. A doubles team may be comprised of any two players from within the charter holder/coop league system as long as all other eligibility requirements are met.
17. The tournament committee reserves the right to place players/teams of known ability in their appropriate division.
18. There will be no releasing of tournament player average ratings to players or teams. Division "break points" may be posted.
19. Tournament prizes (cash and awards) will only be awarded to eligible tournament participants who have completed their assigned matches and have followed the tournament formats set forth.
20. Definition of League Play being defined as: Only 1 scheduled league night during a 7 day period.
21. Players may only be listed on one certificate per event. Any player found listed on more than one certificate per event will be disqualified from the Tournament. Any player found to play on a team that was not listed on that team's certificate will be disqualified from the tournament along with the rest of the team members for a period of 2 years.
22. Team Event: If you have more than 4 players listed on your team certificate, each of them must play in at least one of the round robin matches in order to be eligible play in the finals for that event.

Midwest Coin Concepts
Players Dart Tournament Eligibility

1) Must be a regular team/player in Midwest Coin Concepts dart league program, or another approved league program by league and tournament staff of MCC.
2) All players must have a minimum of **FIVE** weeks of league play to be eligible to play.
3) Must have '01 stats for '01 events and cricket stats for cricket events.
4) Team/players are eligible with stats from the current league, the preceding fall league or the preceding summer league. Women's teams will be placed in the proper division of the open event. There will not, at this time, be a separate women's event.

PLEASE NOTE:
ALL TOURNAMENT GUIDELINES ARE SUBJECT TO CHANGE.
PLEASE REFER TO FINAL TOURNAMENT POSTER FOR
RULES & ELIGIBILITY.

ANY QUESTIONS PLEASE CALL THE LEAGUE OFFICE
(320) 258-5957

7 STATE INVITATIONAL DART CHAMPIONSHIPS ELIGIBILITY

1) Must play for a Seven State Group Operator.
2) Teams must have 3 original team members.
3) Teams in a 2 player League may form a 4 player team from two 2-player teams.
4) Only 1 drafted player allowed from league system.
5) In any mixed event you must play in an actual mixed league
6) Minimum 10 league nights
7) All teams placing 1st or 2nd in previous years may be elevated.
8) All players will be placed by known ability.

PLEASE NOTE:

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PERSONAL CHECK POLICY
Midwest Coin Concepts does not accept personal checks for payment of any tournament entries. Players will need to either pay by cash, debit or credit card. We accept VISA, MasterCard, or Discover.

INSTRUCTIONS FOR ARACHNID BOARDS

1)   Push red button to select game.
2)   Go to main menu and select "league menu".
3)   Select "play scoresheet" on league menu.
4)   Select cricket "4 players—2 players/score". If it is a singles match in a 2 player league, select cricket "2 players—1 player/score". If playing an '01 game, select appropriate '01 game.
5)   Select "cricket 200". Put 8 credits in machine. ($2.00)
6)   Select "start game".
7)   When game is over go to "game stats" and copy marks and darts, or if it is an 'o1 game, points remaining and darts for each player. You will find the points remaining on the first screen within the boxes. You have about 30 seconds to record these numbers. You will find the darts thrown the second screen along with the actual points scored.
8)   When finished select "exit game stats".
7)   When both teams are OK, select START MATCH. Game to be played and players involved in 1st game will be displayed. Put in required coins for the game and select "START GAME". Repeat after each game until match is completed. (You may put all coins in the board at the start of the game).

FORFEIT

1. If a match to be played is a "Forfeit" select the team to be awarded the forfeit both as "Home Team" AND "Visiting Team" Answer "Yes" to, Is this match a forfeit?

TEAM FEE OPTION

1. If "TEAM FEES" option is activated for your league, each team will be prompted to put their team fees into the cashbox (the board) upon completion of their respective team set up.

Handicap Editing

1A.   When handicap editing on the board is allowed in a league, a team may choose to assign a handicap for a new
.   player. Both team captains must agree, when setting up the match, that editing will be used.
1B.   The highest MPR or PPD of players on both teams included in the match will be assigned to the new player. When editing in a mixed league, the highest MPR or PPD of the member of the same sex in the league will be used.

G3 Machine Instructions – REMOTE LEAGUES

Go to MAIN MENU
Select LEAGUE MODE
Choose PLAY REMOTE LEAGUE
(DO NOT LOG IN TO REGULAR LEAGUE PLAY)
Select the LEAGUE
(example, G308 Thursday 4PL 13G CR)
Next screen choose LOCAL TEAM
Local team is "your" location
A Screen will come up and it will say is this the HOME TEAM or the AWAY TEAM
Make sure you know if our location is the home or the away team according to the schedule
If your opponent has not logged in, the next screen will say WAITING FOR (LOCATION)
Once the other team has logged in the screen pops up, you can see them then it's time to PLAY!!
Be courteous of your opponent, shoot a phone call over or text message, say "hey we are ready"
Make sure your opponent is there BEFORE you COIN the dart board

PLEASE NOTE: IF SIGNING UP FOR A REMOTE LEAGUE YOU MUST CONTACT YOUR OPPONENT AND THE LEAGUE OFFICE IF YOU CANNOT PLAY A MATCH AND NEED TO RESCHEDULE. NO-SHOWS OR NOT CONTACTING THE LEAGUE OFFICE FOR 2 MATCHES AND YOU WILL BE UNABLE TO PLAY LEAGUES FOR TWO YEARS (AT THE LEAGUE OFFICE DISCRETION).

G3 Machine Instructions – WORLD PLAY

Players can access Remote Play directly from the main menu.
From here they can access or challenge other online players.
1. Select **Remote Play**.
2. Choose one (1) or two (2) players.
These are the players that will be playing the online game in the same bar.
3. The Galaxy 3 will then give you the option to change your name.
Default names are Player 1 and Player 2.
Select **Change Name**.
Follow the instructions on the screen and use the dart head to enter in a name.
Note: You can use your Player Hot Button to enter your name as well.
4. Press **Continue**.
5. Choose a game to play.
6. There will be a list of locations that have players waiting to play.
7. Select a location and opponent.
8. Play the game!!