



## **2018 Summer League Info Packet**

### **4 Player Teams and Doubles – Reverse Handicapped – ToC Approved**

#### **Basic Rules and Common Sense:**

Above all, please respect each other, the location hosting your match, and the equipment you are playing on. Most minor disputes or issues that arise during a match can normally be straightened out between the Players if common sense and courtesy are used.

#### **Special Information for Summer Leagues and Starting Times:**

All matches start at 7:30pm, regardless of night of play. Because of the limited amount of weeks available for summer leagues, all leagues will run for 11 weeks total. The date of the starting week is June 11<sup>th</sup>, and will run through the week of Aug 27<sup>th</sup>. There is one week that players will not play, the week of the 4<sup>th</sup> of July. Please allow a 15 minute grace time for all players to show up before starting the match. If any Teams fail to show by 7:45pm, please read the “No Shows” section.

#### **Dates of No League Play:**

Week of July 4<sup>th</sup>.

#### **Fees Due:**

All weekly Player and Game fees will be collected by the machine at time of play. This will go towards the player prize money at the end of the league, and pay the game fees. All leagues are \$10 a player per week, with the exception of the Tuesday Fun League, which is \$5 a player per week. You will receive a folder, on your first night of play, which will include a spreadsheet that breaks down exactly what your Player fees goes to. It will list game fees, the total each week that goes to the prize pool, and the prize money breakdown. Everything is spelled out in a simple manner, and all funds are accounted for.

## **Schedules and the First Night of Play:**

Because we don't have a league meeting for the summer leagues, you will be able to find your first night of play either on the dart board at your home bar, or on our website at [www.midwestnovelty.com](http://www.midwestnovelty.com). We will post the schedules by Saturday, the 9<sup>th</sup> of June. If you are unable to get online to see where you play the first week, please call our office at (262) 658-1200, and we will be happy to let you know. On your first night of play, we will deliver a hard copy of the schedule, and your prize payout sheet, just like we do for fall leagues.

## **Game Format Changes:**

Based on input from players, we will be testing new game formats for our Monday, Thursday, and Friday Leagues. These changes will include reduced game totals, and reductions in the amount of "freeze" style games. These changes are to help speed up the playing time of those league nights. If the changes work out, we will carry them over into our Fall Leagues. The Tuesday Night Fun league format will remain unchanged.

## **No Shows:**

A Team "No Show" means that one team didn't show up to play their match. In this situation, the team that did show up can declare a Forfeit on the missing Team. This is done completely through the dart board, on-sight.

1. The team that is present will enter the League Menu and pay their Player fees.
2. The team that is present will enter THEIR team as both the HOME and AWAY teams.
3. The dart board will ask if this is a FORFEIT, answer YES.

Teams that miss a match are still required to pay their Player fees for that match.

If both Teams fail to make their match, a reschedule will be setup for later in the season.

## **Errors:**

The two most common errors are stepping over the throw line, and scoring under a different Player's turn.

If a Player steps over the throw line, for the first infraction of the night, please just give them a notice of the action. For subsequent infractions, the Player's next turn will be skipped.

If a Player accidentally throws darts under a different Player's turn, stop as soon as it is noticed. Advance the dart board to the proper Player's name, and resume the match.

## **Throw Lines:**

Midwest Novelty makes every attempt to ensure that the Throw Lines are always 8 feet from the dart face. It is up to the Teams to decide if the machine is properly placed, and to measure if not.

## **Darts:**

Either location supplied, or player supplied darts may be used. **SOFT TIP DARTS ONLY.**

## **Machine Scoring:**

We make every effort to maintain the quality and working order of our dart machines. However, issues do arise, matrixes get dirty, and dart faces sometimes don't score correctly. In the event that the board doesn't score properly, we follow the "board is always right" rule. Whether it's in your favor or against it, what the board says, goes. If you do find an issue with one of our dart boards, please contact us at our service number so we can correct the issue - (262) 654-1041.

## **Website**

Midwest Novelty has a website available at [midwestnovelty.com](http://midwestnovelty.com). Schedules and weekly stats are available to view from the site. The site is mobile ready, you can view it directly from your cell phone browser.

## **Drink Rounds:**

In order to streamline drink rounds, there will only be two for each night of League Play. The location hosting the match will supply both teams a "courtesy round" half way through the night's match. The losing team will buy the winning team a round at the end of the match. The max drink cost is \$3.50. If a Player would like a drink that exceeds the \$3.50 maximum, they may pay the difference out of their pocket. The Tuesday night drink format will remain unchanged from the Fall Leagues. If you are new to the Tuesday night format, please contact us and we can go over how it is different than the rest of our leagues.

Please, no transferring of drinks between Players. If you opt to not receive a drink, you can't pass it to someone else. It is at the location's discretion to award a Drink Chip or not.

## **Contact Info:**

For Scheduling or Stats questions, please contact Nello at Midwest Novelty at (262) 658-1200.