



## **2018-2019 Fall League Information**

**Reverse Handicapped – WAMO Sanctioned – 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.

### **Starting Times:**

Night leagues start at 7:30pm, and the Fri. morning league starts at 8:00am. All leagues start the week of September 10th. There are four weeks that players will not play. Please allow a 15 minute grace period for all players to show up before starting the match. If any Players, or Teams, fail to show after the grace period, please read the "No Shows" section. If a team fails to show at all – Please input a forfeit into the dart machine, even if a rescheduled match will be played. It's much easier to remove a Forfeit from the League Software, then to have nothing there to begin with.

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

Week surrounding the Kenosha Darts Classic (Oct. 17<sup>th</sup> through the 23<sup>rd</sup>)

Week of Nov 22nd (Thanksgiving)

Week of Dec 24<sup>th</sup> (Christmas)

Week of Dec 31<sup>st</sup> (New Year's)

Week surrounding the MW League Tournament (March 13<sup>th</sup> through the 19th)

### **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. The fee is \$10 per player per week for normal leagues, and \$5 per player per week for the Tuesday Night Fun League. You will receive a packet, on your first night of play, which will include a spreadsheet that breaks down exactly what your Player fee 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.

## **Sanctioning (WAMO State and Kansas City ToC):**

All Midwest Novelty Fall Leagues are WAMO State Tournament sanctioned, and also count towards point totals for the yearly Kansas City Tournament of Champions. This includes Fun League Players. The WAMO State tournament is held every May, and features 20+ divisions. Whether you are one of the top 100 players in the State, or somewhere closer to the bottom of the chart, they have division for your skill level. If you haven't attended a WAMO State tournament before, please consider checking it out. We don't require players to pay the \$12 WAMO team sanctioning fees. Our Bar Sponsor Fee covers that. So please, remember to thank your Sponsor Bar!

WAMO State information can be found at [WAMO.net](http://WAMO.net). For more information on the Kansas City Tournament of Champions, please see [dartstoc.com](http://dartstoc.com).

## **No Shows:**

There are two different types of "No Shows," either Player or Team.

A Player no show means that one, or both teams, are missing the required number of players for the match. If this is the case, proceed to play the match. The missing players will NOT score, thus ending with a 301, 0, or 501 depending on the game played.

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:**

Normal Leagues - 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.

Tuesday Night Fun League - In an effort to keep things fun for everyone, we are asking players to allow scoring changes if the dart board makes a mistake. If a dart segment scores incorrectly, or if it doesn't register at all, please let the player back up the shot, and tap the correct score. Please notify and allow all players to see the issue before correction.

## **Website**

Midwest Novelty has a website available at [www.midwestnovelty.com](http://www.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.

## **Substitutions (Tuesday Night Fun League):**

Because of previous issues involving substitute players in the Fun League, we have been forced to spell out rules concerning them. Your signup sheet will have 2 spots for subs. Please fill them out ahead of time, so we can verify they are novice players. If your team is unable to get a sub for a night of play, see either the "No Show" section, or if both teams agree on an unlisted sub for a particular night of play, that sub can be used. Again, both teams must agree, or the unlisted player will not be allowed to fill in.

## **Drink Rounds:**

Normal Leagues - In order to streamline drink rounds, there will only be two for each morning of League Play. The location hosting the match will supply both teams a "courtesy round" half way through the morning'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. 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.

Tuesday Night Fun League - There will be four drink rounds per night of play. The bar hosting the match will also supply one courtesy round any time after the match starts. The following games will be drink rounds:

Game 5 (Home 2 & 3 vs Visitor 1 & 3)

Game 6 (Home 1 & 4 vs Visitor 2 & 4)

Game 9 (Home 3 & 4 vs Visitor 1 & 2)

Game 10 (Home 1 & 2 vs Visitor 3 & 4)

As you can see, each team member will participant in two of the four drink rounds. 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. 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.

## **Reverse Handicapping:**

Our leagues make use of Arachnid's reverse handicapping system. What this means, is that player's stats are compared on a weekly basis to determine if handicapping is needed. It is also reversed, as compared to standard handicapping. For example, player A is a lesser skilled player than player B. In regards to a game of 501, player A will start at 501. Player B will start at a number higher than 501, say 561. This number will change every week, depending on opponents and your skill level shifting up or down throughout the season. The first week of play is based on a player's previous, historical stats. The remainder of the league season is based on the average of a player's current stats. New players and subs will be assigned a default average for their first week of play, and will then switch over to an average of their current stats.

## **Banquet:**

Our end of season dart banquet will be held at GRC (Guttormsen Rec Center). A rough date has been set for the beginning of May, 2019. We are combining all Midwest Leagues into one banquet. Food will be provided, and we will put together a blind draw tournament at the event, for those who would like to play. The VIP bowling lanes at GRC will also be available for free bowling (shoe rental fee not included). More detailed information, and RSVP sheets will be available after the first of the New Year.

## **Rankings:**

Final rankings are determined by the number of games won. These are tracked by the dart boards, and will be updated on a week by week basis. Current rankings can be viewed on the dart boards, or at our website. In the case of a tie at the end of the season, both teams will split the prize money. For example: if two teams are tied for 1<sup>st</sup> place, the prize money for 1<sup>st</sup> and 2<sup>nd</sup> place will be combined and split between the two teams.

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

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 September 9th. 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, along your prize payout sheet.

## **MW League Tournament (Now Includes Tuesday Night Fun League Players):**

Once again, we will be hosting our annual Midwest Novelty League Tournament. This Tournament will be open to any Midwest Novelty league player (including Fun League Players), who has played at least 10 combined weeks in a qualified fall season league. The dates for the Tournament are Mar. 15<sup>th</sup> – 17<sup>th</sup>, at Madrigano's Marina Shores. Based on good player turnout for last year's tournament and dart board sponsorships, we won't need to set aside any money from the League Prize Pools for this year's tournament. We are also including the Fun League players this year. We will have multiple divisions per event, to accommodate players of all skill levels. More information about the Midwest Novelty League Tournament will be available after the first of the New Year.

### **Kenosha Darts Classic Tournament:**

The third annual KDC is just around the corner. Dates have been set for Oct 19<sup>th</sup> through Oct 21<sup>st</sup>. It will take place on the second level of Madrigrano's Marina Shores. ANY dart players are welcome to this tournament. As long as you can supply verifiable averages to us, you can enter the tournament. We have had players enter, from as far away as Iowa in the previous years. Signups are open, and there is a division for all player skills. For more information, please join our "KDC – Kenosha Darts Classic" Facebook group, or check out our website ([Midwestnovelty.com](http://Midwestnovelty.com)).

### **Contact Info:**

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