

# STANSFIELD VENDING DART LEAGUE CAPTAIN'S GUIDE

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## I. INTRODUCTION

The Captain's Guide has been compiled to help ensure the leagues run as smoothly as possible. It contains operational information such as association by-laws, award lists, and tournament information. Knowledge of its contents is mandatory for all players. Most of the time, problems and disputes arise as a result of a lack of understanding of league by-laws and policies. A complete knowledge and understanding of rules, policies, and procedures will allow all of us to have fun and enjoy league play with minimal worry about technicalities. Ignorance of the rules is not an excuse.

**\*\*\*PLEASE NOTE THAT OUT OF TOWN LEAGUE RULES MAY VARY FROM THESE. PLEASE CONTACT YOUR LEAGUE PRESIDENT FOR YOUR SPECIFIC LEAGUE RULES.\*\*\***

## II. BY-LAWS AND LEAGUE REGULATIONS

### A. OBJECTIVES

1. Leagues shall be non-profit, non-stock organizations.
2. Their objective shall be to stimulate an interest in the game of darts on a local basis while promoting sportsmanship, good will, and unity among the league players.
3. To provide rules, methods, scoring procedures, and statistics necessary to promote the competitive spirit through a structured organization while retaining the social benefits of a friendly sport.
4. To provide a system of accountability and a guarantee for league funds.
5. To provide a system for the recognition of both team and individual accomplishments in darting.
6. To provide a system of association, state, and local tournaments for league players.
7. Leagues shall shoot on an online WAMO Operated Vendor's dartboard.

### B. REGULATIONS

Members of the Stansfield Vending Dart Leagues; establishments, teams and individuals, shall be entitled to the rights and privileges of the league association and are subject to the rules and regulations of the league organization.

### C. OFFICERS

1. Unless otherwise designated, the dart league shall have elected—President and Vice President.
2. The Secretary-Treasurer's office shall be filled by Stansfield Vending.
3. Election, nomination, and balloting for prospective officers shall take place at the annual meeting. The nominee receiving the majority of the votes shall become President. The second place nominee shall assume the Vice President's office.
4. Duties and responsibilities of the President and Vice President:
  - A) To serve as a liaison between players and the secretary
  - B) Rule on protests presented to him/her by the Secretary or team captain.
  - C) Postpone matches due to emergencies or inclement weather.
  - D) Settle disputes between teams that might occur during a match.
  - E) The Vice President shall assume the duties of President if the President leaves the league, or if the President's team is directly involved in a dispute.

### D. CAPTAIN'S DUTIES AND RESPONSIBILITIES

1. He/She shall be present or send an acting captain to all league meetings.
2. The captain shall inform his/her players as to all league rules and regulations.
3. The captain acts as the finance person for the team and must be trusted by all team members with cash. As an example, the captain shall collect all necessary player fees and submit them within the required time period. Failure to do so will result in a five dollar (\$5) per week fine. Fines unpaid by the end of the season will be deducted from the team's prize check. Prize checks may also be written out to the team captain and it will be entrusted to them to distribute funds accordingly.
4. NSF CHECKS: A \$30 fine will be assessed for each NSF check, and all fines not paid at the end of the league season will be deducted from the team's winnings.
5. The captain shall be responsible for settling any disputes that might arise during a match. Stansfield Vending Inc. & the Stansfield Vending League Dept. is not responsible for arguments between team members. This sport is for adults only and each team is responsible for settling any disputes among each other in a reasonable and respectable manner.

## E. SCHEDULING / POSTPONEMENTS

1. Regular season scheduling shall be the responsibility of the Secretary.
2. Opposing captains, by mutual agreement, may postpone a match. Postponements are highly discouraged and should be made only because of extenuating circumstances. **IN THE EVENT OF A POSTPONEMENT, BOTH CAPTAINS MUST NOTIFY THE SVI LEAGUE DEPT. AS WELL AS THE LEAGUE PRESIDENT WITHIN 24 HOURS TO LET THEM KNOW THE MATCH HAS BEEN POSTPONED AND WHEN THE MATCH WILL BE PLAYED.**
  - A) Captains must make every effort to clearly agree to the site, time and date of the make-up match.
  - B) If a dispute arises over a make-up date, the League Director will set the date.
3. Every effort should be made to avoid forfeits and postponements. If advance notice is given, a team may request a postponement. It is recommended that the request for the postponement be made at least 24 hours before the match. Requests for postponements should only be made because of extenuating circumstances. Teams should have substitutes who can take over in case of illness, etc. Not being able to fill a team is not grounds for a postponement. The only situation when an opposing team must honor a request for a postponement is when a player or team cannot play because of their being in a sanctioned league tournament. Common sense, fair play, and sportsmanship should always be considered when deciding whether or not to consider a postponement. Opposing teams **DO NOT** have to grant a postponement. It is a privilege and not mandatory, however it is in good sport to try to accommodate.
4. Postponed matches should be played within 3 scheduled league nights of the originally scheduled match. It is the responsibility of the postponing team to reschedule and play the match within the 3 week period or they may receive a forfeit loss.
5. In the last 2 weeks of the season, postponements will not be allowed. Teams doing so may be subject to a forfeit loss. All matches that are rescheduled must be played by the last night of play.
6. **Forfeiting will not be permitted during the last two weeks of the league season. Teams doing so may be subject to the loss of all awards and prize monies.**
7. Games not played for any reason, except for byes, must still be paid for in the league kitty by both teams involved. The same rule applies to forfeited matches. **BOTH TEAMS MUST PAY THE KITTY \$\$\$\$!**
8. If the visiting team fails to show for a match, it is the home team captain's responsibility to take their team's necessary fees and forfeit sheet to the designated drop-off location or mail them in.
9. Leagues shall be composed of not less than four teams nor more than twenty teams unless specifically approved by Stansfield Vending.
10. In leagues comprised of an odd number of teams (leagues with byes), no team may join after the 3<sup>rd</sup> week of play. Teams taking over these vacant spots are responsible for paying all league kitty dues for missed matches. They may make-up un-played matches only at the approval of the team that originally had a bye. If not made up, un-played matches will be recorded as losses.
11. **BAD WEATHER:** League matches will never be cancelled due to bad weather by Stansfield Vending. It is the captain's responsibility to notify the opposing team captain if your team is unable to attend the regularly scheduled match. **THE CAPTAINS MUST ALSO NOTIFY THE SVI LEAGUE DEPT. WITHIN 24 HOURS AS WELL.**

## F. AWARDS

1. Eligibility – An individual must play 75% of the league season to qualify for the league MVP award.
2. Awards –
  - A) Pins: '01 – High Ton, 6, 7, 8, 9, 10, 11 and 12 Dart Outs, Hat Tricks and Ton 80.  
Cricket – 6, 7, 8, 9 mark rounds, Hat Tricks, 3 in a Bed, and Whitehorse.
  - B) Plaques: League MVP, League Champion
  - C) Plaques for places below **FIRST** will be awarded on the following basis.
    - 1) Four to six team league – 2<sup>nd</sup> Place
    - 2) Seven to ten team league – 2<sup>nd</sup> & 3<sup>rd</sup> places
    - 3) Eleven to twenty team league – 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> places
3. One pin per league per feat is awarded at the end of the league season. Please have a person from your team fill out the pin request form on our website for the feats that each person attained.

4. Teams will be awarded prize checks based on a prize percentage sheet and the number of teams in their league.
5. Stansfield Vending Inc. & Stansfield Vending League Dept. are not responsible nor liable for the distribution of the team's money among the team members.

#### G. PROTEST PROCEDURES

1. Authority to protest rests with the captain.
2. **Protest must be in writing and shall be presented to the League Director within 24 hours after the match.**
3. Protest must include a \$25 deposit. Protester loses \$25 deposit if he/she loses the protest. (The \$25 is placed in the league party fund). If the protest is won the \$25 is returned.
4. Protests should be presented to the League Director who, after review, will submit them to the League President, who will render a decision. Protests which are the result of a misunderstanding of the rules or rulings made will not be submitted for a decision. If the President's team is directly involved in the dispute, the protest will be presented to the Vice President to render a decision.
5. President's judgments on protests must be thoroughly followed through with both captains.
6. President's decision may be vetoed by a two-thirds majority vote of the team captains. The veto must be submitted to the League Director within seven days of the President's decision with the signatures of two-thirds of the league captains.

#### H. MATCH RULES

1. Four players constitute a team (two players in doubles leagues).
2. Players stand at the "throw" line, 96 inches horizontally from the face of the dart board. It is legal to lean over the line. They may step on, but not across the line.
3. Players may use their own darts if they meet the following specifications:
  - A) They must be plastic tip darts.
  - B) Darts may be any length as long as they do not exceed 8" in total length (flights incl.).
  - C) Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than four wings.
  - D) Complete darts may not exceed 20 grams in weight.
  - E) Darts may not have broken or cut off tips.
  - F) Darts will be inspected upon request.
4. In mixed format leagues, you must put players in correct order. (e.g. Male, Female, Male, Female)
5. Each player throws a maximum of three darts per turn. Darts must be thrown only when the machine instructs to "Throw Darts" and the proper players name or number is lit.
6. It is not required for a player to throw all three darts on every turn. A player may pass or throw fewer than three darts. A player will always be allowed to throw all three darts unless a foul occurs.
7. Any dart thrown counts as a throw, whether or not it is registered on the machine. A thrown dart counts if it misses the board and bounces out, or if it misses the board completely. A player may not throw any darts over again. Dropped darts may be thrown again.
8. Darts on the board may **not** be touched until the turn is over, the "Player Change" is activated, and the machine recognizes the end of the turn. Exception: when a dart is in the board and machine reads "Stuck Segment", that dart must be removed by the opposing team captain before other darts are thrown.
9. A round is defined as the period of time from the end of a players turn to the start of their next turn. On games with stacked teams (players on one score), a round is defined as the end of the players turn to the start of their partners turn.
10. The two captains or acting captains shall attempt to settle any disputes that may arise. Disputes that cannot be settled shall be ruled on by the League President.

## I. MATCH RULES OF CONDUCT

The following items constitute fouls. Committing a foul may lead to loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from site, or expulsion from future leagues or tournaments. The League Director / Tournament Director will make all decisions concerning fouls without specific penalties. The penalty for fouling, unless otherwise stated, is loss of turn for the fouling player.

1. Adherence to all general foul rules is required.
2. Fouls must be called within the round in which the foul was committed.
3. Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul. Throwing on a non-coined machine is considered a distraction.
4. On a thrown dart, the dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line or a foul has been committed. A player must receive a warning from the opposing captain. If the problem continues, the opposing captain may call the foul and the player shooting will lose their next three darts.
5. It is each player's responsibility to see that the machine is displaying the appropriate players name or number prior to throwing the darts. Play is stopped immediately when the infraction is noticed. If the game starts and ends in the same order, the game stands as played. If the wrong player shoots in a game and the infraction is noticed before that player has started his/her second round, the game will be started over with the offending team being responsible for coining the machine. If the infraction is noticed after the start of the next game, the preceding game will stand. If the player throws while the machine is displaying an opponents name or number, it constitutes a foul.
  - A) If the player has thrown fewer than three darts, the machine is advanced to their correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
  - B) If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponents name or number) and the game proceeds normally.If a player throws when the machine is displaying the name or number of that players partner, it constitutes a foul.
  - A) If the player has thrown all three darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
  - B) If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
6. Flagrant violations must be documented and submitted to the League Director, who after review will take appropriate action.
7. Manually scored points:
  - A) On opponents score constitutes a foul. Advance player change button to the correct player position and continue play, except that the player that committed the foul loses their next turn.
  - B) On players own score constitutes a foul. Advance player change button to the correct player position and continue, play, except that both players from that team lose their next turn.
8. If a machine resets due to power failure or other reason beyond control, the game will start over and be replayed from the start.
9. If a player reaches zero in a round in which that player or player's partner committed a foul, that player or team loses the game.
10. Any machine reset, tilt, or malfunction due to intentional or non-intentional player action shall result in loss of game for the team committing the action.

11. Abuse of equipment, poor sportsmanship, or unethical conduct as judged by a League Director or Tournament Official may constitute a foul, forfeiture of the game, the match or expulsion from the league and the forfeiture of all kitty monies paid.
12. Any player / team that commits three fouls in one game will forfeit that game.
13. Any player found to be using overweight darts or otherwise illegal darts shall cause the team to forfeit all games in the match that player has played. The match will then continue with all players using legal darts. Any protest about weight of darts must be made before completion of the 3<sup>rd</sup> game, and will not be allowed once a match has been concluded.
14. Disregard of any rules may constitute a foul.
15. All decisions by League Director or League President or tournament committee will be final.

#### J. UNSPORTSMANLIKE CONDUCT IN LEAGUE PLAY AND TOURNAMENT PLAY

Stansfield Vending Leagues reserves the right to control poor sportsmanship, bad actions, or any cheating or violation of the league and/or tournament rules of any kind; 10 minutes before a match begins, during a match and 10 minutes after a match ends. The League Director/Tournament Director has the right and obligation to ensure that sportsmanlike conduct is exhibited at all times. Unsportsmanlike Conduct is any behavior that is deemed to be disruptive, embarrassing, or detrimental to other players, tournament officials, hosts, other persons present at the tournament, or the sport in general. Any person engaging in any behavior judged as Unsportsmanlike Conduct may face penalties, with or without warning, up to and including criminal charges and/or disqualification from tournament play or league play and/or permanent disqualification from any future tournament play or league play. In the event that you need to report an incident, the following is the procedure for doing so. A written explanation signed by your entire team along with a \$25.00 deposit must be turned into the League Department. Punishments may include but are not limited to: 1) Written Warning; 2) 3-Match Suspension; 3) 1-Calendar Year Ban from all league play and tournaments. It is much easier for the captains to work things out in a reasonable and agreeable manner than to make the President or League Director make a ruling that could affect one individual or one team drastically. We want everyone to have fun in our leagues and tournaments while encouraging sportsmanship and friendly competition.

#### K. FORFEITS

1. A team may start with three players. If a fourth player is not present when his/her game is to be played, the game is forfeited. Games may not be by-passed. Under this rule for example, a player could forfeit his/her first four games and play the last two. Consequently, an entire match could be played with three players with them forfeiting six of the twelve games.
2. If a team is over the designated grace period, the opposing team captain may call a forfeit. After the designated grace period has ended, the opposing team captain has the following options: A) accepting the forfeiture, B) asking that the match be rescheduled, or C) continuing to wait for the tardy players or team. Captains are reminded that if they follow option C, they cannot protest the match because it started late.
3. Scoring forfeits. Forfeited matches will be scored according to the best team score recorded for that week. Example, Team A forfeits to Team B and the best score in league play for that week was 10-2. Then Team B would receive 10 wins and 2 losses while Team A would receive 12 losses.
4. No individual standings are taken into account.
5. Teams forfeiting two weeks in a row will be subject to removal from the league. Removal is at the discretion of the League Director.
6. Forfeiting will not be permitted during the last two weeks of the league season. Teams doing so may be subject to loss of all awards and prize monies.

#### L. ROSTERS

1. Team captains or sponsors are required to submit their rosters to the League Secretary either at the league's meeting or by the designated due. Rosters are available at [www.stansfieldvending.com](http://www.stansfieldvending.com).
2. Normally, teams may carry up to eight players on their rosters.
3. Team may use more than eight players only if they have authorization from the League Director.
4. Players who have never played for their original team may join new teams at any time before January 31<sup>st</sup> or before the first half the season ends, provided they meet the criteria for that league.

5. Once a player has played a match for a team, he/she may switch teams only by written permission of the team captain. The written release must be submitted for approval by the League Director before the player may play for another team.
6. Teams may add new players at any time prior to January 31<sup>st</sup> or the split without special permission from the League Director. Common sense applies to the first half and players must meet eligibility requirements. \* A sub in a 301 league may have a Points Per Dart (P.P.D.) average of 3.00 higher than the person he/she is replacing. In a cricket league a sub may have a Marks Per Round (M.P.R.) average of .75 higher than the person he/she is replacing. Any new player that shoots an extremely higher average than the player being replaced may lose all games by forfeit. Opposing team must make the complaint to the League Director within 24 hours of the match in order to enforce.  
**\*\*\*THIS RULE MAY HAVE VARIENCES FOR EACH OUT OF TOWN LEAGUE\*\*\***
7. New players will be permitted to play after January 31<sup>st</sup> or the second half of the season only under extremely extenuating circumstances such as sudden illness or accidents. New players must meet the substitution requirements outlined in #6. It is recommended that teams have at least two substitutes available at all times.
8. If the opposing team captain agrees, because the League Director or League President cannot be reached to authorize the use of a new player, the new player may be used.
9. All league players must be 21 years of age unless approved by their league & the locations within their league. (legal drinking age is 21 years old, so a player must have approval from the location)
10. All players must be legally sanctioned, meeting the requirements as set forth in this guide. Intentionally playing under another player's name will result in the loss of all games that player shot. Those games will then be awarded to the opposing team.
11. Providing they meet the roster requirements for league play, players may shoot on as many nights as they wish.
12. A sponsor may, under extenuating circumstances, substitute for two or more of his/her teams within the same league. SPONSORS MUST NOT ABUSE THIS RULE. Examples of abuse: 1) A male sponsor may not substitute in a women's dart league or for a female in a mixed couples league. 2) A sponsor of obvious known ability may not substitute in beginner or low level leagues as designated by the League Director.
13. If a team dissolves, players may join other teams in the league only with the authorization of the League Director.
14. In leagues that split into divisions, players may not switch teams after the split.
15. Captains and/or Players: It is important to call us when you have an address or phone number change. If something isn't right when the match comes in or money isn't right and we don't have your contact information up to date all we can do is take the other team's word.

#### M. PROHIBITED PLAYERS

Teams with a player(s) not allowed in the opposing teams location must have substitutes available to take the place of the prohibited player(s). It is recommended that differences between "barred" players and sponsors be reconciled so that they can at least play the match and leave immediately, but the final decision rests in the hands of the bar owner. Stansfield Vending Inc. and the Stansfield Vending League Dept. are not responsible for arguments between TEAM members or PLAYERS and Bar Owners. This is a sport that only adults are allowed to play; therefore you must all act in a responsible, respectable manner and resolve issues on your own.

#### N. LOCATIONS

Teams may switch locations during the league season if they have written permission from the sponsor or the existing sponsor closes the location. Written permission must be turned into the League Director.

#### O. TOURNAMENT ELIGIBILITY

1. To qualify for the league's tournament, individuals must have played a minimum of:
  - Stansfield Tournament ~ 48 games in a minimum of 8 weeks
  - WAMO Tournament ~ 60 games in a minimum of 8 weeks
  - MOMA Tournament ~ 48 games in 8 different league weeks if 3 original members. If not, 96 games
  - NDA Tournament ~ 96 games

2. If because of extenuating circumstances a team desires to use a player with less than 8 weeks for the Stansfield Tournament, the captain must make a written request to the League Director before the tournament entry deadline. The request will either be approved or not approved. No more than one player not meeting the minimum game requirements may play on a team in the tournament.
3. Players may participate on one team only during the tournament regardless of classification.
4. For the Stansfield Vending Leagues Tournament, teams may use one substitute from within the league system provided he/she has played 8 weeks.
5. To qualify for 301 at a state, local or national level, you must be in a 301 or combo league.  
\*Wisconsin State (WAMO) is the only exception; you may enter with cricket stats. To qualify for Cricket at state, local or national level you must be in a Cricket or combo league.
6. "Marks Per Round" and "Points Per Dart" scoring systems are required for Stansfield Vending, WAMO, MOMA and NDA tournament entries.
7. Tournament Rosters. Teams may use five players for tournament play providing they are listed on the tournament roster. Substitutes must meet all eligibility requirements. Teams are limited to one substitute. Teams not listing subs on the rosters may not bring in subs during the tournament. Team classification will be based on the averages of the four best players. Rosters are final! No substitutions at the tournament, so list subs on the original entry form.
8. The top two teams from the Stansfield Vending dart tournament, whether playing Cricket or '01 may be moved up to the next level of competition the following year if they have 3 returning members on the team.

## P. THE HANDICAP SYSTEMS

### SPOT DARTS:

1. This system is based on the concept of extra darts thrown per game. Players receive zero, one, two or three extra darts depending on their player average.
2. The mechanics of taking the extra darts are simple. The procedure is as follows: all extra darts are always thrown during the first round. In order to maintain uniformity and equality, all extra darts are always thrown even when the total spots for both teams are equal. For example, (1) H1=0 (2) V1=1 (3) H2=1 (4) V2=0. Here the game would start by (1) H1 passing the darts to (2) V1 who would throw one dart and pass the darts to (3) H2 who would throw one dart and pass the darts back to (1) H1 skipping (4) V2, because V2 is a scratch or 0 darter. The first round play continues normally with each player throwing three darts per round.
3. Feats that are accomplished when throwing extra darts count. A two dart handicap player can shoot a ton and three darter has a chance for a hat trick etc.
4. The handicap system does not mean that the individual's averages are invalid. For the most part, a player's average remains meaningful. Dart outs are still dart outs whether or not they are accomplished with extra darts. For example, an improving two dart handicap player goes out in nine darts: 1<sup>st</sup>-20, 2<sup>nd</sup>-20, 3<sup>rd</sup>-50, 4<sup>th</sup>-7 5<sup>th</sup>-50, 6<sup>th</sup>-50, 7<sup>th</sup>-18, 8<sup>th</sup>-36, 9<sup>th</sup>-50 and out!
5. If you are a sub, having played less than 2 weeks of the season, and want to find out the number of handicapped darts you would throw, compare your average to the closest average in the standings and use the same spot darts.
6. All players throwing the first two times are scratch (0 handicap darts). After a player has thrown two weeks he/she is eligible for spot darts.
7. The dart board will automatically calculate each player's number of spot darts based on each player's current league average.

### SPOT POINTS/MARKS:

1. This system is based on the concept of players or teams receiving a "head start" toward finishing the game. Players or teams receive a head start based on their player average.
2. The dart board will automatically calculate the head start given based on the players playing in each specific game. For example, in 301, H1 might start at 256, V1 at 226, H2 at 301, and V2 at 181. H2 has the highest average, so he starts at 301. The other 3 players all start closer to 0, giving them an advantage. In Cricket, a team may start with a certain number of marks based on the difference in player averages on each team.

Q. DETERMINATION OF LEAGUE CHAMPION AND STANDINGS (PLAYER OF THE WEEK)

1. First criteria: The team with the highest winning percentage will be the league champion.
2. The second criteria will be the number of games won.  
\*\*During league play, teams could have the same percentage, but may not have played or won the same number of games. At the end of the season, all teams should have the same number of matches and games played.
3. The third criteria is head to head competition. If teams are still tied for 1<sup>st</sup> then a shootout will be played. Arrangements will be made by the League Director or the League President.
4. All other places other than first will split the prize money for those places equally in the event of still being tied after head to head.
4. Player of the weeks and individual awards are based on the following:
  - A) '01 – Points Per Dart (PPD) The highest average for the week / season.
  - B) Cricket – Marks Per Round (MPR) The highest average for the week / season.
  - C) Combo League – Spot Points Rating Evaluation of Equal Ability (SPREE) Also known as the old method of CDA (Cumulative Dart Average). It is compiled of all your feats. (Marks, Hats, Wins, etc.)

The following is a chart of weighting values for each feat. These numbers are accumulated each week to form the SPREE.

'01 Values

Wins= .50  
6DO= 20.00  
7DO= 9.00  
8DO= 8.00  
9DO= 7.00  
4<sup>th</sup> RO= 3.50  
Low Tons= 2.00  
High Tons= 4.00  
Hats= 5.00

Cricket Values

Wins= .50  
Assists= .25  
8DO= 17.00  
9DO= 17.00  
5MK= 1.50  
6MK= 2.50  
7MK= 3.50  
8MK= 4.50  
9MK= 5.50  
Hats= 2.50  
White Horse= 6.50

R. PENALTY FOR WITHDRAWAL FROM THE LEAGUE

1. Teams who either quit or are expelled from the league shall forfeit all prize money that they have contributed to the cash prize fund.
2. The forfeited prize money shall be equally divided between the remaining teams in the league.
3. If a team withdraws before they have contributed enough kitty money to cover the suggested cash prize list, the list shall be adjusted down by the League Secretary to compensate for the lack of funds.
4. Teams scheduled to play a team that drops receive a forfeit win and are required to pay the normal weekly kitty money.
5. If it is practical and possible, the League Secretary will write a new schedule when a team withdraws from the league to avoid forfeits and/or multiple bye weeks on the schedule.

**REMEMBER:  
EVERYONE WANTS TO WIN, BUT  
FOR A LOT OF TEAMS,  
BEING ABLE TO HAVE A FUN NIGHT OUT  
IS MOST IMPORTANT!!  
PLEASE SHOW GOOD SPORTSMANSHIP  
AT ALL TIMES!**