



Captain's Guide for Dart League

League Facebook Groups: Each league is assigned its very own Facebook group. When joining a league, please search for your specific league on Facebook. For example, Dairyland Stansfield Dart League. This page will have up-to-date information regarding this league and upcoming tournaments. It is also a great place to offer up suggestions and connect with other players in your league.

Grace period: 30 minutes

Rules/Policies: Stansfield Leagues use the NDA Rules. For reference on league rules and other policies, please visit the Dart League Info page on our website. If you have questions regarding any of the rules or policies, please contact the league officials or the Stansfield League Dept.

Disputes: The two captains shall attempt to settle any disputes that may arise. Disputes that cannot be settled shall be ruled on by the League President or Stansfield League Director.

Sportsmanship: The Stansfield League Department reserves the right to control poor sportsmanship, cheating, or any sandbagging.

Team Roster/Subs: Teams may only carry up to eight players on their rosters. Teams may use more than eight players only if they have authorization from the League Director. Players who have never played for their original team may join a new team at any time before the last round of the schedule or before the first half the season ends, provided they meet the criteria for that league. Intentionally playing under another player's name will result in the loss of all games that player shot. (And possible expulsion from Stansfield affiliated tournaments). Once a player has played a match for a team, he/she may switch teams only by written permission of the team captain. A sponsor may substitute for two or more teams within the same league. When adding a new sub at the board we ask that you please put both first and last name. Players can be of any age to play in leagues or the tournament. Teams may add new players at any time prior to January 1st or the split without special permission from the League Director. A sub in a 01 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.



Postponements and Forfeits: Opposing captains, by mutual agreement, may postpone a match. Postponements should be made only because of extenuating circumstances. IN THE EVENT OF A POSTPONE-
MENT, CAPTAINS MUST NOTIFY THE SVI LEAGUE DEPT (postponed matches not notified to the Stansfield League Dept within 2 weeks of scheduled date or will be considered a double forfeit) In the last 2 weeks of the season, postponements will not be allowed. Teams doing so may be subject to a forfeit loss and forfeit of prize money. All matches that are rescheduled must be played BY THE LAST NIGHT OF PLAY. Common sense, fair play, and sportsmanship should always be considered when deciding whether or not to consider a postponement.

Scoring of Forfeits: The winning team gets the average of their last 3 weeks and the forfeiting team will receive no wins.

Withdrawal from League: Teams who either quit or are expelled from the league shall forfeit all prize money that they have contributed to the cash prize fund. The forfeited prize money shall be equally divided between the remaining teams in the league. 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 monies.

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.

Determination of League Champion: The team with the highest number of games won will be the league champion. The next criteria will be head to head competition. If a champion cannot be determined between the above criteria, a shootout will be played.

Determination of League MVP: For leagues that play '01 and Cricket, a player rating will be used to determine the league MVP. The formula to calculate a player rating is $MPR \times 10 + PPD$. If a tie should arise, the next criteria would be number of games won. You must play 75% of the league to be eligible for League MVP.

Tournament Eligibility/Sanction Fees: The following are the requirements to qualify for the desired tournaments:

| Tournament | Required Weeks/Games | Sanction Fees |
|------------------|----------------------------------|----------------|
| Stansfield Darts | 8 weeks | \$5 per player |
| WAMO Darts | 60 games in a minimum of 8 weeks | \$3 per player |
| MOMA Darts | 8 weeks | |
| NDA | 96 games | \$8 per player |

** All required weeks/games must be played prior to the tournament sign up deadline **



Tournament Finishes: The Top two teams from the Stansfield 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.

Signing up for tournaments: To sign up for a tournament, please visit our website at <https://www.stansfieldvending.com/> and click on the "Register for a Tournament" button. This will bring you to a page that lists all available tournaments.

Averages for Tournament: Stansfield will look at all leagues played including PPD remote leagues and tournaments. Your highest average will be recorded for registration to help curve "sandbagging"

Play Instructions:

- 1) From the main menu on the dart board, select LEAGUE MENU.
- 2) Before playing league, you can view the schedule by selecting VIEW SCHEDULES and then selecting your league.
- 3) To start the league match, select PLAY LEAGUE. ****When playing in a remote league -It's very important that you select the REMOTE league option, not the normal PLAY LEAGUE option. You will not be able to connect to your opponent if you do not select PLAY REMOTE LEAGUE. ****
- 4) Choose your league.
- 5) Put your money into the dart board
- 5) Choose your team as the home or away team and set your roster. ****When playing remote league - Chose your team as the local team, then select whether you team is scheduled as the Home/Away team.****
- 6) The opposing team will now come up to the dart board and set up their portion.
- 7) Finally, select START MATCH and you're ready to shoot! ****When playing remote league- once both teams are connected you will be able to modify your subs and shootings order if necessary.****

****If any service issues with the dart board arise-please call 608-782-7181 (0) for immediate Tech Support****

