

Memo

To: All West Tues 4-Person League Team Captains/Players

From: Treasa Power
DART/POOL COORDINATOR

Date: 3/15/2019

Re: League Notes

This is a Tuesday night four-person team league using the points/marks off handicap. League play will start at 7:00 p.m. The cost per team will be \$29.50. You will be playing the points/marks off handicap for a total of 15 games combining 301, 501 and Cricket. The dart program will calculate everyone in the leagues' PPD and MPR. Depending on whom you are shooting against, the program may take points/marks off your score at the start of each game. This is an ever changing, week-to-week thing. The "points off" handicap is designed to try to level the playing field. The higher rated players in the league will probably not see too many, if any, points/marks taken off their scores.

This league will be part of the "Player Rewards" Program. It is a program based on player participation in both league & sanctioned bar tournaments and a points system that can lead to sharing in \$75,000+ pools of bonus money at the end of the program year. It will cost each player an extra .50 cents per night of play and will be added to the league fees that were already being paid in the past leagues. Of the \$29.50 per team per match that goes into the dartboard, \$4.00 per person will go to the prize fund, \$.50 per person towards the "Player Rewards" program and the remaining \$11.50 per team will cover the cost of the games you play during your match. Each team will put the whole \$29.50 into the dartboard before the start of the match. The boards will take a portion of the credits away at the setup of the match and the rest will be taken away as you play each game. If anyone has any questions about the "Player Rewards" Program, feel free to contact Cody Willis at 217-853-4269.

Because this is a handicap league, you will start this session with your latest historical averages for handicapping purposes. If there is a bye in the league, the team that receives the bye during week 1 will have their historical averages downloaded for week 2 of play. **New or established J&J players that have never shot in a J&J handicapped league will also start with handicap on their first night of play.** New male players will start with averages of 20.00 for '01 games and 2.00 for cricket games. New female players will start with 16.00 and 1.60. This will be used for all new J&J players playing in a points/marks handicapped league. Players that have an established J&J average may be given handicap based on that average. After the new player(s) has played one match, their averages will carry over to the next week and their handicap will be based on their averages from the prior week of play.

This league has a team cap of 100ppd which means that the four players playing on any given night cannot exceed 100ppd when their averages are added together. Keeping track of the 100ppd team cap is the team captains' responsibility. If a team shows up to play that is over the cap, they either have to find another player that will put them under the cap, shoot on a blind, or will have to forfeit that night of play. There is also a cap on the number of subs each team can have at one time. No more than four subs will be allowed.

All players are required to shoot under their own name. Any team players caught shooting under someone else's name will be given a warning after the first instance and kicked out of the league after the second.

Issues have come up in leagues that stem from people not knowing the rules. Unfortunately, you cannot run a league without rules. I will email a copy of the rulebook out to all of the players that I have email addresses for in the league. You can also find the rules listed on our website. Please make sure that you read the rulebook because there are some rules that you may not be aware of. It is the team captain's responsibility to familiarize themselves with the league rules and to inform their teammates of those rules. It is also the team captain's responsibility to work out makeup games with the opposing team captain in the event of rescheduled matches. If other players on the team try to reschedule a match, that team's captain must be contacted first.

There is a five-minute rule that can be utilized if necessary. Any player that takes longer than five minutes to get to the line when it is their turn will be passed. They will continue to be passed until they come back to the line for their turn. If a player should disappear during a game after previously being passed in that game, they will continue to be passed for the duration of that game. **This rule is not to be treated as permission to leave after every turn and be gone for five minutes each time it is their turn to shoot.** If a player is outside smoking or waiting at the bar for a drink, they need to be notified that it is their turn before the 5-minute rule can go into effect. This rule does not apply to players waiting in line for the restroom. It is captain's prerogative as to whether the five-minute rule will be enforced. If you don't care then I don't care, but at least the rule is there if needed.

In the event of inclement weather or an emergency situation, no team captain has the right to disallow a makeup game. If such a situation should arise and the opposing team captain will not agree to a makeup game, both captains will need to notify our office so that the situation can be resolved. The league department reserves the right to determine what constitutes an emergency situation.

Regular scheduled matches may be played in advance but those games will not count towards the J & J Vegas Tournament or the PRP Weekend if the matches played in advance are dated after the date deadline for those two events.

Your banquet and startup meeting for the next league will be held on a Saturday and will start at noon. We will not be taking money out of your prize fund for food at the banquet and each team is asked to bring a covered dish. There will be no money set aside for the banquet tournament either. The award plaques for your league will now be provided by J & J Ventures at no cost to the league.

The male and female super shooters will be decided by the '01 and cricket averages of the players that have played 75% of the league. This has been deemed to be the fairest way to determine who the super shooters will be. The formula used for that has been used by the NDA for many years. The cricket averages will be multiplied by 9 to get an equivalent 501 average. That will then be added to the players' 01 averages for a weighted overall average. The persons with the highest combined averages will be determined to be the super shooters. If there is a tie, we will then look at number of games played and feats earned to determine who the super shooter will be.

Everyone shoot well and above all else have fun!!!! If you have any questions or concerns, do not hesitate to call me at 347-4383 from 8 a.m. to 5 p.m. Monday – Friday. If you need to reach me after hours, call the 217-753-0505 number and the answering service will get a message to me.

*******IN ORDER TO BE ELIGIBLE TO SHOOT IN THE 2020 J&J VENTURES LAS VEGAS TOURNAMENT, ALL PLAYERS MUST BE NDA SANCTIONED & HAVE 20 LEAGUE NIGHTS PLAYED BETWEEN JANUARY 20, 2019 AND THE REGISTRATION DEADLINE FOR THE 2020 TOURNAMENT. THE 2020 J&J LAS VEGAS TOURNAMENT WILL PROBABLY BE HELD IN MID TO LATE JANUARY. THE REGISTRATION DEADLINE FOR THE 2020 TOURNAMENT WILL LIKELY BE SOME TIME IN EARLY JANUARY 2020.**