**RICH AND JUNNIE’S DART LEAGUE CAPTAIN’S GUIDE**

Table of Contents

[I. INTRODUCTION 2](#_Toc80628018)

[II. BY-LAWS AND LEAGUE REGULATIONS 2](#_Toc80628019)

[A. OBJECTIVES 2](#_Toc80628020)

[B. REGULATIONS 2](#_Toc80628021)

[C. OFFICERS 2](#_Toc80628022)

[D. CAPTAIN’S DUTIES AND RESPONSIBILITIES 3](#_Toc80628023)

[E. SCHEDULING / POSTPONEMENTS 3](#_Toc80628024)

[F. AWARDS 4](#_Toc80628025)

[G. PROTEST PROCEDURES 5](#_Toc80628026)

[H. MATCH RULES 5](#_Toc80628027)

[I. MATCH RULES OF CONDUCT 6](#_Toc80628028)

[J. UNSPORTSMANLIKE CONDUCT IN LEAGUE PLAY AND TOURNAMENT PLAY 7](#_Toc80628029)

[K. FORFEITS 8](#_Toc80628030)

[L. ROSTERS 8](#_Toc80628031)

[M. PROHIBITED PLAYERS 9](#_Toc80628032)

[N. LOCATIONS 10](#_Toc80628033)

[O. TOURNAMENT ELIGIBILITY and SANCTION COST 10](#_Toc80628034)

[P. DETERMINATION OF LEAGUE CHAMPION AND STANDINGS (PLAYER OF THE WEEK) 11](#_Toc80628035)

[Q. PENALTY FOR WITHDRAWL FROM THE LEAGUE 11](#_Toc80628036)

# 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. Frequently problems and disputes arise because of a lack of understanding of league by-laws and policies. A complete knowledge and understanding of all 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.**

# 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.

## B. REGULATIONS

Members of the Rich and Junnie’s 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 a League Committee and one Committee Leader. Each bar owner is to appoint one representative for their bar. That representative will be on the League Committee until the bar decides on a new representative. From the League Committee, the league players will vote on a Committee Leader. A new Committee Leader will be voted on every year. You may be elected multiple years in a row.

2. The Secretary-Treasurer’s office shall be filled by Rich and Junnie’s Vending League Coordinator.

3. Duties and responsibilities of being on the League Committee:

A) To serve as a liaison between players and the League Coordinator.

B) Discuss league rules, league nights, and new ideas then suggest changes if needed.

C) Settle disputes between teams that might occur during a match if the two opposing captains cannot come to an agreement. (Committee Leader only)

## D. CAPTAIN’S DUTIES AND RESPONSIBILITIES

1. They shall be present or send an acting captain to all league meetings.

2. The captain shall inform their 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. Fees 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. Rich and Junnie’s Vending Inc. & the Rich and Junnie’s 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 League Coordinator.

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 R&J LEAGUE DEPT.**

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 Coordinator 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. Common sense, fair play, and sportsmanship should always be considered when deciding whether or not to consider a postponement. Opposing teams are strongly encouraged to grant a postponement but if they are not able to, they do not have to. It is a privilege and not mandatory, however it is good sportsmanship 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, if the postponement is three weeks from the last week 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. Leagues shall be composed of not less than four teams nor more than twenty teams unless specifically approved by Rich and Junnie’s Vending.

9. In leagues comprised of an odd number of teams (leagues with byes), no team may join after the 3rd 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.

10. BAD WEATHER: League matches will rarely be cancelled due to bad weather by Rich and Junnie’s 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 R&J LEAGUE DEPT. WITHIN 24 HOURS AS WELL.**

## F. AWARDS

1. Awards –

A) A traveling trophy will be made for each league champion team. Rich and Junnie’s will cover the initial cost for the trophies. Each year these trophies will be passed on to the new champion. The traveling trophies should stay at the home bar of each league champion.

B) If a trophy gets damaged, destroyed or lost, the current “owners” of the trophy will need to pay for a new one to be made.

2. Teams will be awarded prize checks based on Rich and Junnie’s Payout Sheet (appendix A.)

3. All leagues will have a 7.5% administration fee taken out of the kitty.

4. Rich and Junnie’s Vending Inc. & Rich and Junnie’s 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. A protest is used when a dispute between teams was resolved by the Committee Leader or the League Coordinator and the team the ruling was against still doesn’t agree with the decision.

3. Protest must be in writing and shall be presented to the League Coordinator within 24 hours after the match.

4. 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.

5. Protests should be presented to the League Coordinator who, after review, will submit them to the League Committee, 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 a League Committee’s team is directly involved in the dispute, the protest will be presented to the League Coordinator to render a decision.

6. League Committee’s judgments on protests must be thoroughly followed through with both captains.

7. A League Committee’s decision may be vetoed by a two-thirds majority vote of the team captains. The veto must be submitted to the League Coordinator within seven days of the League Committee’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. All leagues unless otherwise stated will be 13 games.

3. The cost per team will be $32.00. This consists of $15.50 for kitty fees and the remainder is for green fees.

3. Away team chooses what board to play on in the event that there is 2 boards or more. If 2 matches are being played in the same location and there are only 2 boards, the Away team with the highest win percentage will pick their board first.

4. 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. If the Away Team believes the boards are not the proper distance from the line, they can request to have it measured. **THE BOARDS CAN NOT BE MOVED BY ANYONE OTHER THAN THE BAR STAFF OR A RICH AND JUNNIE’S STAFF MEMBER.**

5. 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 if they do not exceed 8-inches in total length (flights incl.)

C) Flights may be no wider than ¾-inches, 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.

6. 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.

7. 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.

8. 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. **(If a dart is sticking in the board but didn’t register or registered as the wrong number, back the dart out and register it as the correct number.)**

9. 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.

10. 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.

11. 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

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 Coordinator/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. The following items constitute fouls:

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-league machine is considered a distraction and is not allowed while a player is in a league match (playing or waiting to play a game.))

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 player has thrown out of turn, the throws are backed out and the correct player is to throw.

6. A player has 30 seconds to throw their first dart once prompted to do so. They then have 30 seconds in between each dart to throw their next one. If a player takes over 30 seconds, the opposing captain may issue a warning. After a second violation, the opposing captain may call a foul. One warning per person per game may be called, all other violations are fouls. The person that committed the foul will then lose the rest of their turn and all of their next turn. (There is no timeouts for a bathroom or smoke break during your game (do it after your game has finished). If this is a consistent problem, a shot clock may be turned on in the league settings.)

7. Flagrant violations must be documented and submitted to the League Coordinator, who after review will take appropriate action.

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 Coordinator 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 3rd game, and will not be allowed once a match has been concluded.

14. The disregard of any rules may constitute a foul.

15. All decisions by League Coordinator or tournament committee will be final.

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

Rich and Junnie’s 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; before a match begins, during a match and 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. If an incident warrants action, the $25.00 will be returned. 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 three. Consequently, an entire match could be played with three players with them forfeiting seven of the thirteen games.

2. If a team is over the designated 15 minute grace period, the opposing team captain may call a forfeit. (Please use common sense and work with the opposing captain.) After the designated grace period has ended, the opposing team captain has the following options (\*If a team is consistently abusing this rule, the league coordinator may step in and issue penalties to the opposing team):

A) Accepting the forfeiture

B) Asking that the match be rescheduled

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 Coordinator either at the league’s meeting or by the designated due date. Rosters are available at www.richandjunnies.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 Coordinator.

4. Players who have never played for their original team may join new teams at any time before January 31st or before the first half the season ends, provided they meet the criteria for that league.

5. Teams may add new players at any time prior to January 31st or the split without special permission from the League Coordinator. Common sense applies to the first half and players must meet eligibility requirements.

6. New players will be permitted to play after January 31st or the second half of the season only under extremely extenuating circumstances such as sudden illness or accidents. It is recommended that teams have at least two substitutes available at all times.

7. All subs can be up to 0.5 MPR above the person they are replacing using the subs highest known Rich and Junnie’s league average.

8. If the opposing team captain agrees, because the League Coordinator or Committee Leader cannot be reached to authorize the use of a new player, the new player may be used.

9. Players under 21 are allowed in league. Each bar owner has the right to allow or not allow anyone under 21 in their location, so please contact each location for specific details. Also, many tournaments do not allow players under 21, so please check with each tournament for their rules. Dubuque ordinance states anyone under 21 cannot be in a bar after 9pm so games must be finished by then.

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. If a team dissolves, players may join other teams in the league only with the authorization of the

League Coordinator.

13. In leagues that split into divisions, players may not switch teams after the split.

14. **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 team’s 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. Rich and Junnie’s Vending Inc. and the Rich and Junnie’s 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

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

2. Locations are to pay a $50 sponsor fee per team each Fall/Winter season, $35 sponsor fee per team each Spring/Summer season.

## O. TOURNAMENT ELIGIBILITY and SANCTION COST

1. To qualify for the league’s tournament, individuals must have played a minimum of:

IOMA Tournament ~ 96 games

NDA Tournament ~ 96 games

2. Players may participate on one team only during the tournament regardless of classification.

3. The leagues year end banquet tournament is conducted at the end of the year (late spring) and open to anyone at that played in any Dubuque based Rich and Junnie’s leagues. The prize money for this tournament is taken from the $10 per person entry at the time of the tournament.

**The banquet is a potluck format where each team should bring a dish to pass. Rich and Junnie’s will supply the meat. No added money from league payouts will be used for the tournament.**

4. To qualify for 501 at a state, local or national level, you must be in a 501 or combo league. To qualify for Cricket at state, local or national level you must be in a Cricket or combo league.

5. “Marks Per Round” and “Points Per Dart” scoring systems are required for IOMA and NDA tournament entries.

6. 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.

7. Sanction cost are as follows:

A) IOMA- $2 per person per year

B) NDA- $8 per person per year

These cost are taken out of each teams winnings at the end of the year. If your bar pays your sanction fee, let the league office know. If already sanctioned by another league, the fee will not be taken out.

## P. DETERMINATION OF LEAGUE CHAMPION AND STANDINGS

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 1st then a shootout will be played. Arrangements will be made by the League Coordinator.

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.

## Q. PENALTY FOR WITHDRAWL 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.

**Appendix A**





