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M.A.C.D. CAPTAIN’S GUIDE
 COMBO (XO1 & CRICKET) ELECTRONIC DART LEAGUES
 Revised SEPTEMBER 2024

I.	INTRODUCTION	Pg 1
II.	LEAGUE REGULATIONS	Pg 2
	A. LEAGUE FEES AND SANCTIONING	Pg 2
	B. ROSTERS	Pg 2
	C. CAPTAIN’S DUTIES AND RESPONSIBILITIES	Pg 2-3
	D. LEAGUE START TIME AND FORFEITS	Pg 3
	E. LEAGUE SCHEDULE & STANDINGS	Pg 3-4
	F. MATCH RULES OF CONDUCT	Pg 4
	G. LOCATIONS	Pg 4-5
	H. SCHEDULING AND POSTPONEMENTS	Pg 5
	I. PROHIBITED PLAYERS	Pg 5
III.	GAME RULES	Pg 6
	A. DARTBOARD LEAGUE PLAY/FORFEIT SET-UP	Pg 7
	B. GENERAL GAME RULES	Pg 8
	\ SHOT CLOCK	Pg 9
	C. 301/501 MATCH/RULES	Pg 9
	D. CRICKET MATCH/RULES	Pg 9
	E. HANDICAPPING	Pg 9-10
IV.	AWARDS, PRIZE MONEY AND BANQUET	Pg 10
	A. AWARDS	Pg 10
	B. PRIZE MONEY	Pg 10
	C. BANQUET	Pg 10
V.	TOURNAMENTS AND ELIGIBILITY	Pg 11
VI.	PROTEST PROCEDURES	Pg 11
VII.	OFFICERS	Pg 11
VIII.	FEES AND FINE	Pg 11
	A. FEES	Pg 11
	B. FINES	Pg 11

I. INTRODUCTION

The captain’s guide has been compiled to make the league go as smoothly as possible. It contains the 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 an understanding of league by-laws and policies. A complete knowledge and understanding of rules, policies and procedures will allow all of us to throw darts and have fun without worrying about the technicalities. It is recommended to have the captain’s guide with you at each match.

II. LEAGUE REGULATIONS

A. LEAGUE FEES AND SANCTIONING.

1. Each **TEAM** will pay a **\$40.00** (\$10 per player) fee each night which is inserted into the dartboard (cash only). This includes \$19.50 which is the cost of the games and \$20.50 is the "Player fees." The player fees are paid back **100%** at the end of the season in the form of the M.A.C.D. City Dart Tournament, banquet, awards and prize check.
2. All players that have shot **3 or more weeks** must pay a sanction fee of **\$15.00** (this is a once-a-year fee). This fee will be taken out of the prize check at the end of the season. This fee includes the WAMO State sanction fee is \$5/player and the NDA sanction fee is \$10/player. **DO NOT** insert this fee into the dartboards. (There is NO sanction fee due in the Spring/Summer league season).

B. ROSTERS

1. **DEFINITION OF A PLAYER:** Anyone on your roster that has played **AT LEAST ONE TIME** for your team on that particular night and has established their PPD & MPR (average). *Just because their name was written on the original roster does not mean they are on the team, not until they played at least once.*
2. When entering a new player to your team on the dartboards, please enter the **FIRST** and **LAST NAME**. Shortened names can be used (ex: Edward can be Ed, Melissa can be Missy, etc.) If you do NOT enter the players' real name on their 1st match of playing, contact the office the next day and it can be entered properly. If this is not done, it will result in loss of games!!
3. **NICKNAMES ARE ALLOWED BUT CAN ONLY BE ENTERED BY THE LEAGUE OFFICE. These nicknames will appear when you shoot. For your convenience, a "Roster" list will be on the website with current team members and their Nicknames.**
4. There is a maximum of ten (10) players per team on the roster at one time. Once a team has a full roster, no new players can be added without dropping someone. Inform the office which player(s) to remove. Failing to inform the office will result in a loss of (8) games from that match.
5. Once a player has legally played a match for a team they cannot switch teams within that particular league.
6. Teams may add new players (up to the limit) at any time during the sanction deadline (see your schedule for deadline). Players must play at least one match prior to the halfway mark (noted on your schedule) in order to be eligible to play the rest of the league season.
7. New players will be permitted to play after the halfway point under extreme circumstances, such as sudden illness or accident. The league office will approve these circumstances. You will then have to drop your team roster to (6) six players including the new player. (It is recommended that your team has at least 2 substitutes at all times and they have shot before the halfway mark. Keep in mind these subs should have shot at least one time before the deadline and have an established PPD/MPR). **New players will not be approved for "future matches". They must play in the current week they are approved in.**
8. All league players must be at least 21 years of age. Any team caught with minors will be dropped from the league with all prize money forfeited.
9. All players must be legally sanctioned, meeting the standards set forth in this guide. Intentionally playing under another player's name will result in the loss of ALL games.
10. Player ID. – All players are required to have one form of a picture I.D. at all times. Opposing teams are allowed to ask for proof of person at any time. No I.D.-no play (Illegal players must stop playing immediately).
11. Under no circumstances will players be accepted the last two weeks of league play.

C. CAPTAIN'S DUTIES AND RESPONSIBILITIES

1. Shall be present or assign an acting captain to all league matches and meetings.
2. If playing remotely, shall contact the opposing team with all the team info (players shooting that night, contact number, etc.)
3. Shall inform their team of all league rules and regulations.
4. Shall collect player fees to be inserted into the dartboard and set up their team line-up in the dartboard.
5. **Shall know and enter their teammates proper names. Lack of entering correct FIRST & LAST names of all teammates will result in game losses (see more info above under "ROSTERS.")**
6. Inform the league office of all players' full names, addresses and phone numbers. If a name is spelled wrong, it is a easy fix. Call the office!
7. Collect the designated sanction fees and turn them in to the league office before MACD's sanction deadline. You may bring it to our office or please give to your sponsoring location and inform them to give it to their dartboard Operator. These fees also can & will be pulled from the end-of-season prize check.
8. The captain is responsible for knowing their teammates averages to determine the handicapping (See Handicapping is this Captain's Guide). Also, the captain is responsible for informing the opposing team of their averages and handicapping.
9. In the event manual scoring is needed, the captain is responsible for filling out the score sheet properly and completely (score sheets are available on the website). It is the responsibility of the visiting teams' captain to turn both (Home & Visiting) *completed* score sheets in to the league office.
10. The captain is responsible for settling any disputes that might arise during a match. Refer to this guide when disputes arise.

D. LEAGUE START TIMES AND FORFEITS

1. League starting time is 7:15 p.m. (unless otherwise specified on your schedule). There is a (15) fifteen minute grace period.
2. All money is to be deposited into the dartboard and league play started by 7:30 p.m. or the opposing team will take a FORFEIT.
3. If a partial team is there, play is to begin with the players that are present. A team may start with one player. Pass the rounds of the absent player(s). If a player arrives late, his/her score will remain 301/501 for the games missed or on Cricket his/her rounds will be passed. That player is allowed to join in on any of the remaining games. (SEE **PAGE 5 & 6** ON HOW TO ENTER FORFEIT ON DART BOARD).

FORFEIT:

- Definition: A *whole* team absent from the appointed location of the match. In the event that some or all of the opposing team comes to the match location they join in as per above mentioned.
- A BYE is not a forfeit.
- Fall/Winter season – Any team forfeiting three (3) times will be dropped from the league, forfeiting all prize money.
- Spring/Summer season – Any team forfeiting two (2) times will be dropped from the league, forfeiting all prize money.
- The forfeiting team will be fined (see fees & fines) and lose all games in that match. Both teams are still responsible for paying the player fees. Failure to do so will result in a fine.

- Any team forfeiting during the last two weeks of league play, and who's forfeit effects the "placing" team (1st, 2nd, 3rd and/or 4th depending on the size of the league {see Awards}) will forfeit 50% of their prize money.

E. LEAGUE SCHEDULE AND STANDINGS

1. SCHEDULES ARE SUBJECT TO CHANGE WITHOUT NOTICE! Check the website and dartboard schedules often for any changes/updates.
2. League standings will be based on a win/loss percentage.
3. League and player standings will be posted on the website (www.macdleagues.com) and the dartboards weekly.
4. In the event two or more teams tie for placing positions (1st, 2nd, 3rd and/or 4th) the Match win % will be the deciding factor. If there is still a tie in the Match wins the following playoff procedures are to be used:

MANUAL SCORING IS REQUIRED

- From each team, the four players with the most games played must be the players that shoot the playoff match. If any of the four players are not available the team will have to play short players.
 - All playoff matches must be at one of the two sponsors' locations, and should take place the week following the final scheduled league match night, unless both captains agree to an earlier day and time.
 - If the captains cannot agree or get together for a coin flip the league secretary shall name the date, time and location of the playoff match.
 - The playoff match will be a race to seven or the best of thirteen games. If the match goes to the thirteenth game, all four players play using two scores.
 - Every effort should be made to have the match played as soon as possible.
 - If teams tie for any other position there will not be a playoff.
5. In the event of a tie on a POSITION ROUND match; the HOME team is determined by the four regular shooters PPD/MPR. The team with the higher combined PPD total will be the HOME team.

F. MATCH RULES OF CONDUCT

1. Distracting other players is not allowed. Common sense and good sportsmanship shall be used during play regarding any questions that might arise. The captains shall attempt to settle any disputes that arise. Any disputes that cannot be settled must be protested (see protest procedures) and shall be ruled on by the M.A.C.D. officials.
2. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of the game, the match and expulsion from the league as well as forfeiture of all league dues paid.
3. All matches should be finished within a reasonable amount of time (approximately 2 ½ hours). If a team or player is delaying the game in excess of ten (10) minutes, the opposing team has the option to skip to the next player.
4. When a player gets up to the throw line, they must throw all the darts they intend to throw before leaving the throw line. (Example: you cannot throw one dart, go get a beer and then return to the throw line).
5. Flagrant violations must be documented and submitted in writing to the league secretary. Protest/correction forms are provided in your Captain's folder. After review the appropriate action will be taken.
6. Penalties for documented and verified unsportsmanlike conduct incidents:

- First incident – Written reprimands
- Second incident – Two-match suspension
- Third incident – Suspension for one league season

G. LOCATIONS

1. All games must be played on equipment owned and operated by one of the operators involved in the M.A.C.D. co-op league. In the event that a location changes machine operators during the course of the league season and the locations' new operator is not a part of the M.A.C.D. co-op, the team will either have to change locations for the remainder of the season or drop from the league, thus forfeiting all prize money.
2. If a sponsor closes the location, the team will have to switch locations. The team captain should contact the machine operator to establish their new home base, and then notify the league secretary of the new location.
3. Teams may switch locations during the league season if they have written permission from the sponsor. The team must reimburse the sponsor fee to the original sponsor, as the fee must remain in the league treasury.

H. SCHEDULING AND POSTPONEMENTS

1. Regular league scheduling shall be the responsibility of the league secretary.
2. Every effort should be made to avoid forfeits and postponements. If a team requests a postponement and the opposing team agrees, they must set a date and time. BOTH CAPTAINS must then notify the league office. All make-up matches need to be played within 2 weeks of the original date. If the league office is not notified and the match is not played within 2 weeks both teams will be posted as a FORFEIT and fined at the end of the season.
3. The only circumstance under which an opposing team *must* grant a postponement is when a team is playing in a sanctioned dart tournament (ex: NDA Team Dart, Red's City Tournament).
4. Both teams involved must still pay for all games not played for any reason. This rule also applies for all forfeited matches.
5. In even team numbered leagues no teams may join as new entries. In leagues comprised of an odd number of teams (leagues with BYEs) new teams may join up to and including the Third week of play. Teams taking over these vacant spots are responsible for paying all league dues for missed matches. It is the new teams' responsibility to contact the other captain(s) and reschedule those matches. These matches must be made up within *three* weeks.
6. Leagues will NOT be cancelled for any reason. If the weather is a factor, see above.

I. PROHIBITED PLAYERS

1. Teams with a player(s) not allowed in opposing teams' location must have substitute available to take the place of prohibited player(s).
2. It is recommended that differences between "barred" players and sponsors be reconciled so that they can at least play the match and leave immediately.

Note: These circumstances are between tavern owners and patrons, therefore, the league secretary and/or grievance committee cannot get involved and protests cannot be filed.

III. GAME RULES

FY!!! ALL LEAGUE PLAY ON THE GALAXY 3 "Bullshooter" boards IS RECORDED AND CAN BE REVIEWED BY THE DART COMMITTEE. So, yes, we do know if you just walk up to board and push the numbers and can either lose all those games or be disqualified.

REMOTE LEAGUE *EXTRA* RULES:

1. Captains and/or Co-Captains MUST provide their phone number to contact each other during match if need be (indicate if texting is available).
2. The camera cannot be covered up or tampered with. Doing so will cause your team to forfeit all games for that match. If the camera is malfunctioning, you should reschedule the match or wait for service.
3. If there are questions regarding an opposing team players' identity the Captain may ask that team to show their Photo ID via the camera. If not satisfactory, the player should take a picture of themselves with their ID to text to the other teams' captain. This should be questioned BEFORE or DURING the match, not afterwards.
4. Once a game has started, the players involved cannot leave the dartboard unattended, causing your opponent to wait unnecessarily. This also can cause the board to time out and lose your progress.
5. The two Captains need to contact each other (phone or text) when ready to start.
6. THE AUTOMATIC PLAYER CHANGE IS *NOT* SET UP FOR THIS LEAGUE. WHEN YOU ARE FINISHED WITH YOUR 3 SHOTS YOU MUST, 1ST HIT THE PLAYER CHANGE BUTTON THEN, 2ND PULL YOUR DARTS OUT OF THE BOARD.
7. Any scoring disputes must be remedied by the CAPTAIN'S ONLY.
8. If there are problems during league, you are to call the bars' operator service department and inform them of the problem(s). Make sure to let them know that this is during dart leagues. They are supposed to respond within the hour. Most issues with remote and hybrid leagues are the internet. If the problem persists the match may need to be rescheduled.
9. **All other MACD league rules apply.**

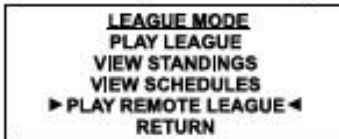
Continued....

A. DARTBOARD LEAGUE PLAY/FORFEIT SET-UP

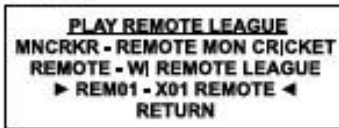
1. Select **League Mode**.



2. Select **Play Remote League**.



3. In **Play Remote League**, select the league to be played tonight.



4. In **Choose Local Team**, the Captain chooses his team and **Home or Away ACCORDING TO THE SCHEDULE**.



5. In **Set Up Home Team**, verify if all listed regular players are in attendance. Edit for Substitutes or Player Order at this time.

6. **Choose Remote Team (Opponent), ACCORDING TO THE SCHEDULE**.



7. Wait for the Opposing Team to complete their League sign in and start the match.

8. If no teams sign in after 15 minutes, exit back to check the Schedule for match details.

Forfeits-

If a match is a forfeit, the team to be awarded the win due to forfeit selects themselves as Home twice. They will be asked if the match is a forfeit. Select "Yes, this is a forfeit match" and it will award the win to the said Home team.

League/Machine Errors -

Internet Connection Interrupt-

1. Wait to see if it corrects itself.
2. Options to **Resume/Suspend Play** will be given, by suspending play the match can be moved to another board if the teams agree. The match can also be completed at a future time.

Power Interruptions-Weather, Accidents, etc.

The G3 will return to the last dart thrown that it registered when power is restored, play can also be suspended at this time.

Camera malfunction-

If there is a camera not working on a board during a Remote League match, play should be suspended until they have been repaired.

Inside

Team Fee Options-

If the **Team Fees** option is activated each team will be required to enter fees before the match starts. If the **Pay Ahead** feature is activated each team will be required to pay game fee for the quarter drop before the match starts.



**Have Fun!
Play More Darts!**

Back

Remote Leagues!



Front

B. GENERAL GAME RULES

1. Each team shall have a captain or acting captain present at each match played (*If playing remote each captain must contact each other before match play with contact info and team player info*).
2. The player gets three throws per turn. You *may* pass any or all of your darts. A dart passed *does not* count as a dart thrown. An intentionally missed dart may be considered unsportsmanlike.
3. Any dart thrown counts as a throw, whether or not it is registered on the machine. A throw 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.
4. Darts on the board may not be touched until the turn is over, the "Player Change" is activated, and the machines recognize the end of the turn. Exception: When a dart is in the board and machine reads "Stuck segment," that dart must be removed before the other darts are thrown.
5. Darts must not be thrown until "throw darts" lights up on the machine. Any dart thrown early *may not* be thrown over.
6. It is each player's responsibility to see that the machine is displaying that player's number prior to throwing any darts. If a player throws when the machine is displaying an opponent's number, the opponent has the option of accepting that score and allowing play to continue, or resetting the machine to the player's number who originally threw on the wrong number and then continuing play.

THE GALAXY DART BOARDS HAVE A "BACK UP" FEATURE THAT ALLOWS YOU TO USE THE "UP" ARROW AND ERASE UP TO 8 DARTS THROWN OUT OF TURN. Push the "Up" arrow and it will erase each dart that scored and add back the number to the proper score.

7. If, in team play, a player throws when the machine is displaying his/her teammate's name, each player on that team loses one turn immediately.
8. Any dart that sticks in the board but does not register or registers incorrectly will be manually scored **upon agreement of both team captains**. A dart that flights a beneficial mark on the way in, but sticks in another segment will not be manually un-scored. Any dart that sticks in the board and registers two or more will be corrected by removing the extra points awarded by that one dart.
9. The "Last Dart-Winning Dart" must stick.
 - a. However, if the dart does not stick and the machine awards the win, the machine is right and the game is over.
 - b. The machine was displaying the "Throw Darts" message and all other rules were followed. Then, no matter if the machine fails to score or scores incorrectly, the player will be credited with the win in that game.
10. If a player reaches zero while shooting under their partners name that team loses the game.
11. The dart machine is always right. If the machine isn't operating correctly, call for service from the machine operator. If the machine operator does not repair the machine within one hour, there are two options:
 - a) Use a different machine at that location if available. This will require manually scoring the remaining games using a score sheet provided in your folder.
 - b) If a different machine is not available, you may go to the visiting teams' location (manual scoring needed for remainder of match).
12. Players may use their own darts, as long as they are unaltered factory issued darts and tips weighing no more than **20 grams**. Otherwise, bar darts will be supplied at each location.
13. All games shall have foul lines positioned eight feet from the bottom of the game directly below the bulls eye. Another way to measure the throw line is to measure from the center of the bulls eye diagonally to the throw line, 9 feet, 9 ½ inches. If a question arises on the distance the machine is from the throw line, captains must measure the distance and move the throw line if necessary. The games already played stand as played. The remaining games will be played at the new distance.

14. When throwing, a darter must stand with both feet no closer than the front edge of the throw line. It is legal to lean over, but not to step across the throw line. If a darter places any portion of his/her foot over the line, the opposing team can call a foul. The first time will be considered a warning with no penalty. The second time that darter will forfeit his next three darts. Any additional fouls will be a forfeit of that game.
15. Four players constitute a team. The four players that start a match **must play the entire match**. If a player must leave early, his rounds for the remaining games will be passed. **No One else can fill in for that player.**
16. A match consists of seventeen games: 6 games of 301, 6 games of cricket, 4 games of 501 & 1 game of Team 501. Individuals play 9 games of partners (3-301, 3-Cricket, 2-501 & 1-Team 501). These games are played in the order and combination programmed by the league secretary in league play on the dart boards. You may view this set-up on the website.
17. **SHOT CLOCK:** It is a simple common courtesy to be ready to throw when it is your turn. To prevent matches from taking longer than necessary, the SHOT CLOCK has been turned on. Once a game is started each player will have **45 seconds** to throw each dart. **PAUSING IS NOT PERMITTED! ONCE A GAME IS STARTED THE 4 PLAYERS INVOLVED MUST SHOOT THEIR TURN in a timely matter. If you are not there when the 45 second clock runs down to zero, your turn WILL be skipped.**

C. THE 301/501 MATCH/RULES

1. The bull's-eye will count 50 points, full bull.
2. All players start with their handicapped 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn.
3. When a player reaches zero exactly, the game is over. The winning team is the team with the lowest combined score (all team shooters). If the game score ends in a tie, the player/team that reaches zero first wins. If a player reaches zero when he is "frozen," the dartboard will display "Freeze Rule Bust" and the win will be credited to the opposing team as a team win only.
4. **Freeze Rule:** **MACD league boards will NOT tell you if you are FROZEN!** If your teammates score is higher than the opposing team's combined score, you cannot take the game out. {Example: Your score is 20, your teammate's score is 200, a player on the opposing team's score is 50 and the other player is at 100. $100 + 50 = 150$, your teammate's score (at 200) is higher than the combined score of the opposing team (150). If your teammate's score is tied or lower than the opposing team's combined score, you may take the game out.
5. All general rules of play will apply.

D. THE CRICKET MATCH/RULES

1. The game of Cricket will be played with a split bull's-eye.
2. The object will be to close the numbers 20, 19, 18, 17, 16, 15 and the bull's-eye in any order before your opponent(s). The player/team that closes all numbers and the bull's-eye first, and has a greater or equal point score, wins.
3. An outer bull's-eye will count 25 points (or one mark) and an inner bull's-eye will count 50 points (or two marks).
4. All general rules of play will apply.

E. HANDICAPPING

1. Both captains (Home and Away) must be allowed to review their team and the opposing team players' statistics and averages prior to entering all the fees into and starting the match.
2. For the FALL/WINTER leagues, the first **two weeks** of play are not handicapped. This is to establish your PPD (Points per Dart)/MPR (Marks per Round). **If there is a BYE, handicapping will start t week 3.**

3. If in those first two weeks of play any match is not played, the two involved teams **must reschedule and play** that match prior to the third week. If this is not done, both Teams' PPD's will be set at **25.00 PPD** and MPR's will be set **at 2.5**.

SPOT POINTS/MARKS HANDICAPPING:

4. **Spot Points** is a percentage based handicap method using a player's Points per Dart (PPD). In each match players are compared to the highest PPD in the game to determine their starting score. **Note: The Arachnid League System calculates these values automatically.** The best player will always start at the highest X01 score. The rest of the players could have anywhere from the minimum starting score to equal with the highest player.
5. **Spot Marks** is used in Cricket. It uses the average Marks per Round (MPR) of each player in the game. Multiple players on the same number will be averaged together to determine the "Team" MPR. The dart board will then determine who "deserves" the extra marks and will place them accordingly. The dartboard will award starting marks based on a player's MPR. The best player will not get any starting marks, but the rest of the players could have anywhere from 1 starting mark to 6 starting marks.

> This is the only handicapping and ALL PLAYERS ARE "OPEN" OUT. <

New player PPD:

A list of players' PPD/MPR from the previous year will be provided on the website. Please refer to this list when bringing in ANY player that has not shot for this particular team and season. New players added will use this previous season's PPD/MPR. If this new player is not on this list, he/she will use a 25.00 PPD/2.5 MPR but will OPEN OUT the 1st week playing (*only if they do not have a PPD/MPR from the previous season, if they have a PPD/MPR from previous season they will use that PPD/MPR and Open or Master Out according to that*).

When entering the new player's name in match set-up, you will have to enter the correct PPD/MPR manually (Hit the UP arrow on the dartboard, and then enter the PPD/MPR. You can also contact the league office *at least 24 hours* in advance of the match to have your subs name and PPD entered.

IV. AWARDS, PRIZE MONEY AND BANQUET

A. AWARDS

1. There will be a sponsor plaque and four individual trophies for each placing team. Extra trophies can be ordered for an extra fee, which will be taken out of your prize check. Teams may opt to not receive the individual trophies and instead get a refund on the prize check. Please inform the league office as soon as possible.
2. The following is the distribution of trophies based on league size:
 - Four to Six teams in a league – 1st and 2nd place only
 - Eight to Ten teams in a league – 1st, 2nd and 3rd place
 - Twelve and greater teams – 1st, 2nd, 3rd and 4th place
3. An individual award for the HIGHEST PPD in each league is given. This player must have played 75% of the seasons' games.

B. PRIZE MONEY

1. Prize money will be based on the number of teams in your league. If your team has incurred any shortages or fines, they will be subtracted prior to the distribution of prize money, along with an itemization of the deductions.

C. BANQUET

1. The league secretary will provide details about the banquet. This information will be on the dartboards via the league notes and on the website.

V. TOURNAMENTS & ELIGIBILITY

Players can find information on Tournaments on the website. Click "Tournaments".

The following is the number of games needed for the Sanctioned Tournaments available.

MACD CITY DART TOURNAMENT – Players must play at least 7 weeks (63 games) with a MACD sanctioned league to be eligible to shoot. ***More info at www.macdleagues.com***

WAMO STATE DART TOURNAMENT - Players must play at least 60 league games to be eligible to shoot. **CRICKET DOUBLES:** Players must have played a minimum of 24 games of Cricket in a sanctioned league. ***More info at www.wamo.net***

NDA TEAM DART - Players must play at least 96 sanctioned league games to be eligible to shoot. ***More info at www.ndadarts.com***

VI. PROTEST PROCEDURES

1. Protests must be in writing and presented to the league secretary within 48 hours of the match. Protests shall include a \$10 deposit. The protesters will lose the \$10 if the protest is lost. If their protest is won, the deposit will be returned via the prize check. (Correcting a match illegally taken out is not a protest and no fee is due).
2. Protests presented to the league secretary will be reviewed and submitted to the committee, who will render a decision. If a member of M.A.C.D. is directly involved in the dispute, the protest will be given to non-related parties of M.A.C.D.
3. The judgment of the protest from the officers of M.A.C.D. will be returned to the protesters in writing.
4. The decision of the officers may be vetoed by a two-thirds majority vote of the team captains within the league. The veto must be submitted to the league secretary within seven days of the officers' decision with the signatures of two-thirds of the league captains.

VII. OFFICERS

1. Secretary
2. The committee for grievances will be comprised of the officers of M.A.C.D.

VIII. FEES AND FINE SCHEDULE

A. FEES

- Player Fees \$5.00 per player
- ***Sanction Fees*** ***\$15.00 per player – NEW 2022***
- Protest Deposit \$10.00 per protest

B. FINES

- Un-played Postponement match \$10.00 per team
- Short money fine \$5 per missing match
- Forfeit fine \$25 per forfeited match

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