June 20, 2019

MACD DARTS SPRING 2019 – WEDNESDAY LEAGUE NOTES

MACD office 414-645-3256 / e-mail: macddarts@gmail.com / website: www.macdleagues.com
Hours are Mon-Fri / 8:30 am – 5 pm. – Karen or Ralph

REMOTE LEAGUE *EXTRA* RULES: When you are playing a REMOTE match make sure to select *"PLAY REMOTE LEAGUE"* when setting up the match on the dartboards.

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. (we have it currently set to automatically start the next game if you have not started it).**
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. (it is set up to automatically change after 10 seconds).**
7. **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.**
8. **All other MACD league rules apply. Please note the HANDICAPPING (below).**

HANDICAPPING (see below). New players can use their PPD from last year (there is a list on the website "Spring '19 Player PPD LIST). If the player is not listed they use 25.00 PPD.

SPOT POINTS HANDICAPPING

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 (see below).* 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. "301" Minimum starting score is 301 and Maximum starting score is 361. "501" Minimum starting score is 501 and Maximum starting score is 601.

This is the only handicapping and ALL PLAYERS ARE "OPEN" OUT.
New player PPD:A list of players' PPD from the previous year is 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 their previous season's PPD**. If this new player is not on this list, he/she will use a 25.00 PPD. When entering the new player's name in match set-up, you will have to enter the correct PPD manually (Hit the UP arrow on the dartboard, and then enter the PPD rounding it to the nearest tenth {ex. 23.27 would be entered as 23.30}). You can also contact the league office *at least 24 hours* in advance of the match to have your subs name and PPD entered.