

Galaxy 3 League Rules

(The following rules coincide with previous league rules and some may overrule prior league rules)

1. Communication

- a. Cell Phones – Communication is the most important part of Remote Leagues, because any issues or correspondence will need to be done via cell phone, instant messaging, skype, etc.
- b. There may be nights where communication is minimal or unnecessary, but there may also be nights that contact is needed regularly.

2. Equalizer Averages

- a. There are no Equalizer Averages for the Masters' League. This is a league for higher level competition.

3. Game Play

- a. Select League Menu
- b. Select Play REMOTE League
 - i. If Remote League option is not lit, unplug and reboot the machine.
 - ii. If following reboot, the remote play option is still unlit, the league will need to be rescheduled. Contact the opposing Captain and leave message notifying league coordinator so service can be performed.
 - iii. League Names:
 1. Masters' Monday Doubles 501/Cricket – “MSTR14”
- c. Choose Your Team
 - i. Indicate Home or Away
 - ii. Once both teams have checked in, Cameras will engage and league will begin
 - iii. Select roster and insert team fees and game fees.
- d. League start time, as always is 7:00pm (CST) and league **MUST** begin before 7:15pm (CST). If your team has not checked in by 7:15pm, the other team may take a forfeit.
- e. If you are running a few minutes behind, please contact the opposing team to let them know what is happening. Communication is the #1 most important part of Remote Leagues. Keep your Captains' Contact info with you at all times as this will prove to be very valuable.
- f. After the match begins, play will continue in a timely manner, with team members prepared to throw when it is their turn. Failure to do so can be deemed unsportsmanlike conduct and the offending player's turn may be skipped if already warned. If a team continues to cause delays in play, call the opposing Captain and warn them of the potential for forfeit. If the offenses continue, exit remote league play and notify both the opposing Captain as well as the league coordinator (402) 350-4125 of the forfeit taken and reasoning.
- g. If a board is malfunctioning regularly, halt play and contact your local Operator or League Coordinator, as they are maintenance for the boards. If you are unable to reach them, you have the option of playing through the problem or rescheduling and replaying the match from the start.
- h. Dart Rule
 - i. Dart sticks and doesn't register as anything, you may “finger” score the dart, but notify the opposing team captain of the issue via call or text.
 - ii. If dart sticks and counts as something other than what it is sticking in, the board doesn't lie.
 - iii. If a dart doesn't stick, the “Board doesn't lie” rule is in effect.

4. Forfeits

- a. If opposing team has not contacted you or checked in prior to 7:15pm, make the attempt to contact them prior to taking a forfeit. It is possible that they are having problems setting up the league and may need help.
- b. If taking a forfeit, exit Remote Play and contact the league coordinator at (402) 350-4125 and leave a message letting him know of the forfeit taken. Forfeits may not be taken on the first or last week of the season.

5. City Championship Tournament

- a. A season ending tournament will not be scheduled for National Remote leagues at this time.

6. League Correspondence

- a. Emails – Check your email regularly as important information may be sent to you from the league coordinator or the other players.
- b. It may be important to receive many of the emails from the league coordinator, so please email steve@gamesales.com with your name and what team you play for so you can be reached.
- c. Check the league website – Standings will be available on the dartboards, but will also be available, as well as additional information, on the league website at www.greateromahaleagues.com
- d. Voice Mails/Text Messages – If you receive a voicemail or text message from an opposing team captain, please make an effort to reply.

7. Substitutes

- a. Substitutes can be manually entered at the start of the league match.
 - i. Highlight the player name who's not present
 - ii. Select that player
 - iii. Select a substitute from your roster or enter a "New Substitute"