

# **City Amusement Singles Remote League**



## **Team Captain's Handbook**

# City Amusement NADO Tuesday Remote League

## **--League Description—**

City Amusement Remote League will provide a chance for all City Amusement locations and players to participate in a remote league.

## **--League Schedule & Times—**

This will be a 10-week league with playoffs. Matches are to begin at 7:30pm and must be played on a G3 or Fire board.

## **League Match Dates**

**\*See your respected GroupMe Chat  
or your league tab on  
cityleagues.net\***

*THERE WILL BE NO MAKE-UP GAMES PERMITTED*

## **-League Individual Player Requirements--**

**To be eligible for Play in This League:**

-- Player must be in good standing with the NADO and

### City Amusement League locations and venues

- Player must have a minimum game count of 62 (no byes, will vary with bye amount) games from this league to participate in League Finales.
- Any team that forfeits during this season will be suspended for 1 year from all City Amusement Tournaments and Leagues.

## **--League Team Guidelines--**

The City Amusement Remote League will allow a substantial number of teams to participate, but only x number of boards are available at each location. In order to guarantee a spot at your desired location, we will be doing first to sign up basis.

Each match will consist of 9 games, a mix of 01 and Cricket

Each match will be \$12.00 per player

Please understand that the goal of this league is to get equally matched teams in a competitive environment playing to improve their dart game and prepare for tournament play. We have set a few guidelines in place to help achieve this goal.

## **TEAM ROSTER AND SUB POLICY**

1. Due to increased levels of competition and the caliber of play in this league will enforce a strict team roster rule and sub policy.
2. The Arachnid dart machines keep all team rosters. Team rosters turned in to City Amusement will be entered on the League Leader System. This establishes your team's roster.
3. Players CANNOT switch teams after playing for a league team. Once a player plays for a team, he or she is a permanent team member for that league period.
4. At the discretion of the league director. (One exception) a player can switch teams to a different division if they have played only one week on a team. Players playing twice on any team in any division cannot move. This can only be done with the league director's approval and the player's average entered by director.
5. Please be flexible when establishing your roster. All teams should have at least four members to be on the safe side. When tournament time comes, only teams with eligible players will be allowed to participate. NO EXCEPTIONS!
7. Subs or team must pay league monies. If a sub on any team's roster plays, the team is still responsible for all league monies.

**ALL DECISIONS ON CHANGES MADE ARE FINAL.**

### **--League Playoffs & Finals Eligibility--**

Playoff entries will be based off of league participation. Teams will be seeded in accordance with their regular season standings. A double elimination tournament will determine league champion, players must have 62 games (no byes, will vary with bye amount) or more to participate in league games.

### **--League Champions--**

League funds announced after participation determined. Full  
Cash League

